CHILDREN OF THE DRAGON
DRACONIC PLAYER RACES

HOMEBREW

AND SUBCLASSES

A supplement for the World's Greatest Role Playing Game by Nielspeterdejong

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INTRODUCTION

This work is a combination of several dragon themed homebrew, fanmade works, that I have created over the years for Dungeons & Dragons 5th edition. It also features art that I have commissioned from several artists, as mentioned in the Credits chapter.

Dragons have always been a centerpiece for Dungeons & Dragons, and I felt that the transition of 3.5 Edition to 5th Edition left several great dragon themed works behind. As such I created this homebrew for those that want to have more dragon related content in their campaigns. It also includes several revisions of existing races and subclasses, whom many players consider to be underwhelming, including myself. Even after the Draconic Updates from Unearthed Arcana, which gave some love to both the dragonborn and kobolds, it still felt like they were lacking something thematic. This work is meant to make them more on equal footing with the other races balance wise, and also give them traits that are more thematic.

I have also created a half dragon player race, who are less bestial than the *Monster Manual* version, because I based them on their more human appearance in the official Dungeons & Dragons book *Races of the Dragon* from 2006.

Additionally, I've added a revised Draconic Bloodline subclass for the sorcerer class. It is largely the same as the original, but allows for more playstyle options. This version grants additional benefits when you're within melee range of your foes, which is traditionally dangerous for a sorcerer, to allow melee sorcerers to become more viable. I have given some subclasses mechanics that let you gain different benefits if you already have resistance, so that half dragons and dragonborn can choose thematic dragon types without being punished for having the same resistance.

> **NOTE**: The spells that are cast through racial traits in this work do not require any material components. This includes player race traits, and the spells that the Dragon Student gains through their unique trait, including rituals (see Dragon Companion on page 60).

This work contains several subclasses, including a revised Purple Dragon Knight subclass for the fighter class, also known as the Banneret subclass. It also contains a dragon themed spell list, items, and unique items that can be gifted by dragons themselves to players. The Religion section covers draconic lore that is less known, seeing as many books already refer Tiamat and Bahamut. Which is why the kobold god Kurtulmak has the biggest section, as outside the 2006 book *Races of the Dragon*, little of his other side is mentioned. I have also added additional dinosaurs for the Circle of Savagery (or as foes), as well as additional dragon types to go along with the additional half dragon subraces, to give more options to your DM as well.

The Dragon Student is a bit unusual, due to their pact choice restriction; but I wanted to shift their customization options to the dragon types to make it more interesting, and also to balance the subclass out while keeping them thematic. It is similar to the Battle Smith in some ways, yet also quite different, and the playtests have been promising.

The content in this work has been heavily playtested, and based on all the feedback I believe it should be fairly balanced in practice. Of course, whether you can use the content in this work is still up to your DM's discretion. I hope that you will enjoy this finalized work, as well as the artworks that I have commissioned for it, and that you may have many fun and interesting adventures with it.

CHAPTER 1

Races

DRAGONBORN, REVISED

"The fighter boy was down, the monk girl was overwhelmed, the cleric girl had wet herself, and the wizard girl got stabbed. Fortunately for these beginners, most goblins were now in a narrow pathway, and he was a dragonborn. As he inhaled deeply, he wondered what roasted goblin would smell like."

— Rhogar, dragonborn veteran and savior of "newbies"

Born of dragons, as their name proclaims, the dragonborn walk proudly through a world that greets them with fearful incomprehension. Shaped by draconic gods or the dragons themselves, dragonborn were created with the essence of true dragons as a unique race, combining the best attributes of dragons and humanoids. Some dragonborn (reluctantly) serve true dragons, others form the ranks of soldiers in great wars, and still others find themselves adrift, with no clear calling in life.

The blood of a particular type of dragon runs very strong through each dragonborn, granting it a color pattern that corresponds to that dragon type. A dragonborn's color imparts many traits upon them, including varying types of breath weapon, as well as resistance to the elemental type associated with their dragon ancestor.

In addition, each dragonborn possesses a fragment of what makes up a true dragon. Those whose fragment grants them a tail are often shunned, due to it being considered a bad omen for a dragonborn to have a tail.

DRAGONBORN NAMES

Dragonborn have personal names given at birth, but they put their clan names first as a mark of honor. Childhood names are often given by clutchmates as a descriptive term.

Male Names: Arjhan, Balasar, Bharash, Donaar, Ghesh, Heskan, Kriv, Medrash, Mehen, Nadarr, Pandjed, Patrin, Rhogar, Shamash, Shedinn, Tarhun, Torinn

Female Names: Akra, Biri, Daar, Farideh, Harann, Havilar, Jheri, Kava, Korinn, Mishann, Nala, Perra, Raiann, Sora, Surina, Thava, Uadjit

Childhood Names: Climber, Earbender, Leaper, Pious, Shieldbiter, Zealous

Clan Names: Clethtinthiallor, Daardendrian, Delmirev, Drachedandion, Fenkenkabradon, Kepeshkmolik, Kerrhylon, Kimbatuul, Linxakasendalor, Myastan, Nemmonis, Norixius, Ophinshtalajiir, Prexijandilin, Shestendeliath, Turnuroth, Verthisathurgiesh, Yarjerit

DRAGONBORN TRAITS

Your draconic heritage manifests in a variety of traits you share with other dragonborn.

Ability Score Increase. Your Strength score increases by 2. One ability score, based on your draconic ancestry, increases by 1 (see the Draconic Ancestry table on page 6).

Age. Young dragonborn grow quickly. They walk hours after hatching, attain the size and development of a 10-year-old human child by the age of 3, and reach adulthood by 15. They live to be around 80.

Alignment. Dragonborn tend to extremes, making a conscious choice for one side or the other in the cosmic war between good and evil (represented by Bahamut and Tiamat, respectively). Most dragonborn are good, but those who side with Tiamat can be terrible villains.

Size. Dragonborn are taller and heavier than humans, standing well over 6 feet tall and averaging almost 250 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Draconic Ancestry. You have draconic ancestry. Choose one type of dragon from the Draconic Ancestry table. Your breath weapon (shape, range and damage type), damage resistance, and ability score increase are determined by the dragon type.

DRACONIC ANCESTRY

Dragon	Damage Type	Breath Weapon	Ability score
Black	Acid	5 by 30 ft. line (Dex. save)	Constitution
Blue	Lightning	5 by 30 ft. line (Dex. save)	Constitution
Brass	Fire	5 by 30 ft. line (Dex. save)	Charisma
Bronze	Lightning	5 by 30 ft. line (Dex. save)	Charisma
Celestial	Radiant	15 ft. cone (Con. save)	Wisdom
Copper	Acid	5 by 30 ft. line (Dex. save)	Charisma
Gold	Fire	15 ft. cone (Dex. save)	Wisdom
Green	Poison	15 ft. cone (Con. save)	Intelligence
Red	Fire	15 ft. cone (Dex. save)	Constitution
Sapphire	Thunder	15 ft. cone (Con. save)	Intelligence
Silver	Cold	15 ft. cone (Con. save)	Intelligence
Steel	Acid	5 by 30 ft. line (Dex. save)	Intelligence
White	Cold	15 ft. cone (Con. save)	Constitution

Breath Weapon. When you take the Attack action, you can replace one of your attacks with an exhalation of destructive energy. Your draconic ancestry determines the size, shape, saving throw type, and damage type of the exhalation. When you use your breath weapon, each creature in the area of the exhalation must make a saving throw. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 + your proficiency bonus damage on a failed save, and half as much damage on a successful one. The damage increases by an additional 1d6 at 5th level, 8th level, 11th level, and 17th level. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Damage Resistance. You have resistance to the damage type associated with your draconic ancestry. In addition, green dragonborn have advantage on saving throws against being poisoned.

Natural Weapons. You grow retractable claws from the tips of your fingers. Extending or retracting the claws requires no action. The claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the normal bludgeoning damage for an unarmed strike. You can also use your bite, which follows the same rules as your claws, but deals 1d4 + your Strength modifier piercing damage instead.

Languages. You can speak, read, and write Common and Draconic. Draconic is thought to be one of the oldest languages and is often used in the study of magic. The language sounds harsh to most other creatures and includes numerous hard consonants and sibilants.

Subraces. Choose one of the following subraces. Your choice will determine additional benefits.

SUBRACES

In addition to being aligned to a particular type of dragon, dragonborn also possess fragments of what makes up a true dragon. These blessings cause them to be divided into four subraces, with Dreadcaller being the most common. Murkdwellers are the only ones with a tail, and are often shunned because of it. Even while half dragons, known for their long tails, are accepted within dragonborn society.

DREADCALLER

Draconic Fear. You can roar as an action, forcing each creature of your choice within 30 feet of you to make a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier) if it can see and hear you. On a failed save, the target is frightened of you for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. You regain the use of this trait after finishing a long rest.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

MURKDWELLER

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light but only in shades of gray.

Tail Lash. Your tail can be used to push or trip up opponents. You can use your bonus action to shove a creature within 5 feet of you. You can use this trait a number of times equal to your Strength modifier (minimum of 1). You regain all expended uses when you finish a long rest.

STEELSCALE

Hardened Scales. You gain a +1 bonus to your AC while not wearing heavy armor. Instead of this bonus, you can calculate your AC as 13 + your Dexterity modifier. A shield's benefits apply on top of either option.

Draconic Savagery. When you use your breath weapon, or you make a melee attack on your turn, you can make an attack with your bite as a bonus action. If the attack hits, it deals its normal damage, and you can't use this trait again until you finish a short or long rest or you reduce a creature to 0 hit points. In addition, the damage die of your Natural Weapons trait increases from 1d4 to 1d6.

WAYFARER

Wings. You have draconic wings sprouting from your shoulder blades. When falling you can use your reaction to slow your descent, as if under the effects of a *feather fall* spell. However you can move one foot horizontally for each foot that you fall. At 6th level you can grant yourself a flying speed of 30 feet as a bonus action for a duration of 1 minute. Afterwards you must finish a long rest before you can use this flight again. At 14th level you can instead fly indefinitely at a speed of 30 feet. If you already have a flying speed then that flying speed will increase by 20 feet instead. Your clothes and armor have to be modified to accommodate your wings, and you can't use your wings while wearing heavy armor.

Hardened Resistance. You have an echo of the toughness of a true dragon. You can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this trait again until you finish a long rest.

Variant Ability Score Increase: As a variant rule, you can increase either your Strength score or the ability score determined by your draconic ancestry by 2. Whichever score you didn't increase instead increases by 1.

RACIAL FEAT

DRACONIC HERITAGE

Prerequisite: Dragonborn

You are blessed by Bahamut, Tiamat, or another dragon god, granting you another fragment of what makes a true dragon. You can take this feat up to three times.

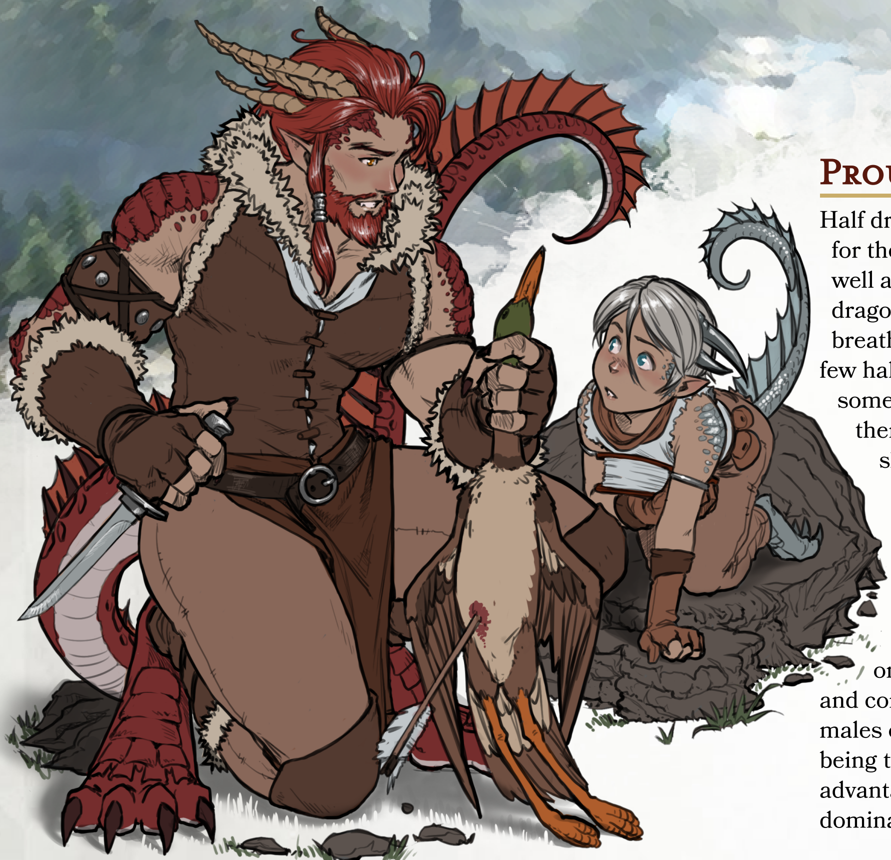
- Increase your Strength, Constitution, or Charisma score by 1, to a maximum of 20.
- The damage of your Breath Weapon racial trait increases by 1d6.
- When you take this feat you gain a trait of one of the other dragonborn subraces which you didn't choose. You can take this feat up to three times, but each time you must choose a dragonborn subrace whose trait you don't have yet. You gain the following trait based on your choice:

Subrace	Trait
Dreadcaller	You gain the Draconic Fear trait.
Murkdweller	You gain the Tail Lash trait.
Steelscale	You gain the Hardened Scales trait.
Wayfarer	You gain the Wings trait.

PLAYING AS A HALF DRAGON WITH WINGS

Some half dragons are blessed by the dragon gods and may choose the Draconic Heritage feat from the dragonborn as their feat once, to gain the Wings trait of the Wayfarer subrace. This grants them draconic wings.

NOTE: This is a powerful feat when given to a half dragon, so you can only take this feat once and with your DM's permission, and you must choose the Wings trait of the Wayfarer subrace.



Half Dragon

"Half dragons? Yeah, total freaks, those guys. Imagine dragonborn but then more human. I guess some people will sleep around with just about anyone these days, even dragons. Still, I had a few in my party, and I can't argue with their results. Once had a silver one freeze an orc solid before he could cleave my head. Now, his look was hilarious!"

— Thorzag, green-dyed beardless dwarf

Many dragons are not only fearsome beasts, but renowned masters of magic as well. As such, it is not uncommon for one to change shape and walk among the masses, or even take a mortal lover. The children of such unions are known as half dragons. Not quite as monstrous looking as the dragonborn, but still very much recognizable due to their draconic traits. The difference between both races is that the dragonborn were artificially created, whereas the half dragons are born from a union between a dragon and a mortal, or are descendants from such unions. Regardless of their origin, both races are generally on good terms.

Proud Dragon Heritage

Half dragons look very similar to their mortal parent, except for the horns and partial scales that cover their bodies, as well as their draconic legs and long tails. However, half dragons are more known for their dangerous elemental breaths, as well as the gift of transformation. While only a few half dragons eventually ascend to true dragonhood, some have been gifted with a "lesser" form that allows them a burst of power as well as the gift of flight for a short period of time.

Half dragons' color patterns are similar to their draconic parent, and in the case of two half dragons having children, the child is often born in the color scheme of either parent, though occasionally they instead look like one of the other draconic ancestors of the parents, as half dragons are strongly drawn to one another and are known to quickly make families and communities. They are tall and strongly built, with males often standing close to six and a half feet tall and being taller and heavier than females. They also gain an advantage based on which draconic heritage is more dominant for them.

Challenging Upbringing

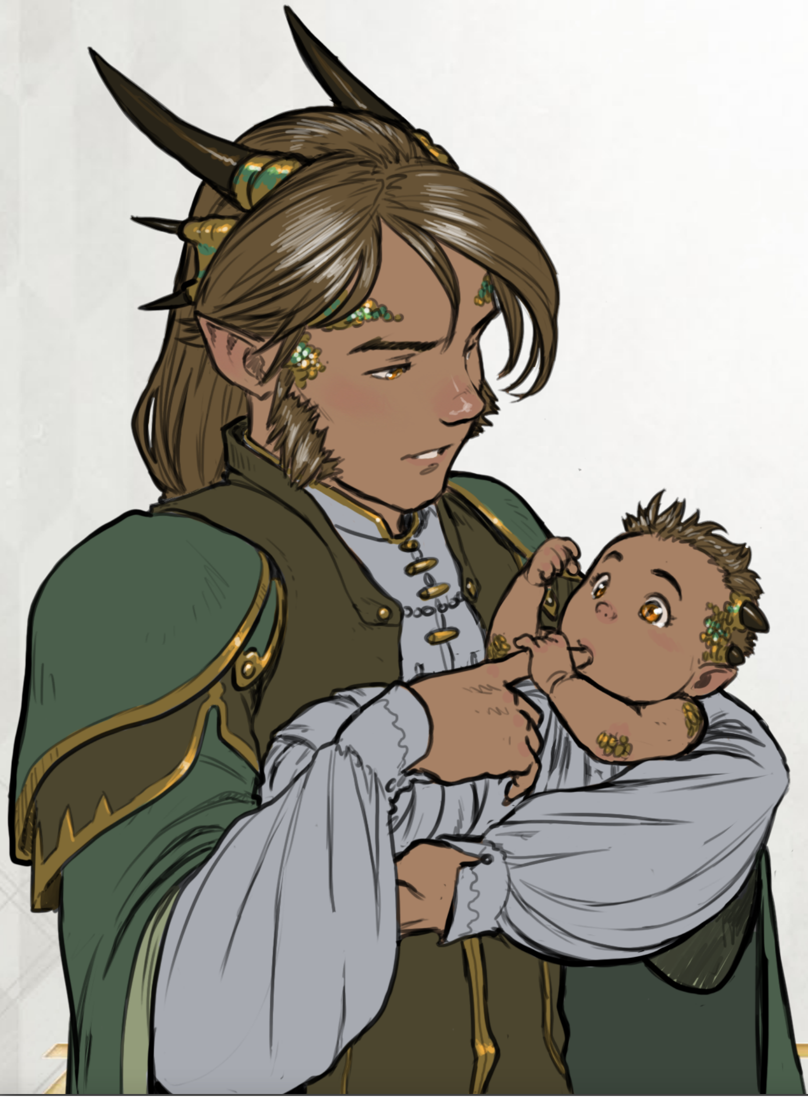
Half dragons share much of their draconic parent's strength, but they are also vulnerable in the early stages of their long lives. The lucky ones are raised by two half dragon parents, who raise them in protected communities. Others are abandoned by the draconic parent or both parents and forced to survive alone or hope they get adopted by other half dragons or by dragonborn. Though those with a metallic dragon parent are, more often than not, properly raised and cared for.

Half dragons who are adopted by dragonborn are brought in as part of the clan and are raised to show strong loyalty to their clan. A continual drive for self-improvement reflects the self-sufficiency of the dragonborn race as a whole, which is then reflected upon the half dragon. These half dragons value skill and excellence in all endeavors. They hate to fail, and they push themselves to extreme efforts before they give up on something. These dragonborn-raised half dragons hold mastery of a particular skill as a lifetime goal, alongside the desire to ascend to dragonhood. Members of other races who share the same commitment find it easy to earn their respect.

Eventually, all half dragons have a universal drive to become stronger. By gaining strength in a multitude of ways, they find that they become more in touch with their draconic heritage, which comes forward in the forms of mastering their elemental breath, or even transforming into a dragon outright. This form is often not as strong as that of true dragons, except for those who are truly devoted and powerful. Such half dragons have "ascended to dragonhood", and become true dragons with all their terrifying might. This true dragon form, however, is not easy to attain and requires great devotion and resolve. But those who succeed are held in very high regard by half dragon society.

A GROWING PEOPLE

In recent years, half dragons have been forming communities at an increasing rate. This has created many half dragon families, and in turn, many adventurers as well due to their drive to ascend to dragonhood. Usually, however, many half dragons start a family and have children, with the mother being encouraged to take care of the children while the father goes out and provides for his family. Should the mother choose to become an adventurer, then the grandparents or one of the extended family will often take care of the children. While they are relatively few in number, half dragons are rapidly increasing their numbers due to a high fertility rate and big families. Most members of each community often share a similar color, based on one of their dragon ancestors. As such, these communities tend to have characteristics related to that dragon ancestor. For example, many half gold dragons, like their full-blooded kin, actively hunt down evil creatures, and their breath weapon is quite effective against such foes. Half dragon communities are protected by their elders, some of whom have already ascended to dragonhood and make for formidable opponents.



HALF DRAGON NAMES

Half dragon names are usually based on the language of its mortal parent, as Draconic names are often much harder to pronounce. Some half dragons who are adopted within dragonborn clans will instead be given a dragonborn name:

Male Names: Arjhan, Balasar, Bharash, Donaar, Ghesh, Heskan, Kriv, Medrash, Mehen, Nadarr, Pandjed, Patrin, Rhogar, Shamash, Shedinn, Tarhun, Torinn

Female Names: Akra, Biri, Daar, Farideh, Harann, Havilar, Jheri, Kava, Korinn, Mishann, Nala, Perra, Raiann, Sora, Surina, Thava, Uadjit

Childhood Names: Climber, Earbender, Leaper, Pious, Shieldbiter, Zealous

Clan Names: Clethtinthiallor, Daardendrian, Delmirev, Drachedandion, Fenkenkabradon, Kepeshkmolik, Kerrhylon, Kimbatuul, Linxakasendalor, Myastan, Nemmonis, Norixius, Ophinshtalajiir, Prexijandilin, Shestendeliath, Turnuroth, Verthisathurgiesh, Yarjerit

HALF DRAGON TRAITS

Your draconic heritage manifests in a variety of traits you share with other half dragons.

Age. Half dragons mature at the same rate as their mortal parent's race, but they can live up to 1000 years. A few of those who have ascended to dragonhood, however, have been granted the gift of immortality. Making dragonhood even more sought after, but no less difficult to achieve.

Alignment. Most half dragons are similar to dragonborn and tend to extremes, making a conscious choice for one side or the other in the cosmic war between good and evil (represented by Bahamut and Tiamat, respectively). Most half dragons are good, but those who side with Tiamat can be terrible villains.

Size. Half dragons are often taller and heavier than humans, standing well over 6 feet tall, with males being noticeably bigger than females. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Breath Weapon. You can use your action to exhale destructive energy. Your draconic ancestry determines the size, shape, and damage type of the exhalation.

When you use your breath weapon, each creature in the area of exhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases by an additional 1d6 at 5th level, 8th level, 11th level, and 17th level.

After you use your breath weapon, you can't use it again until it's recharged. At the start of each of your turns, provided you already used your breath weapon, you can roll a d6. On a 6, you regain the use of your breath weapon. Otherwise, your breath weapon recharges 1 minute after you used it.

Languages. You can speak, read, and write Common and Draconic. Draconic is thought to be one of the oldest languages and is often used in the study of magic. The language sounds harsh to most other creatures and includes numerous hard consonants and sibilants.

Draconic Ancestry. While many half dragons are mixed, they are always divided into a number of different colors that reflect their draconic ancestry, which provides them with unique abilities. Just like true dragons, these colors are not all equally powerful, and some colors have more niche abilities than others. However, no color is exceptionally different in power from others.

These colors fall into two categories, the chromatics—black, blue, green, red, and white—and the metallics—brass, bronze, copper, gold and silver. Choose one of these subraces. Your breath weapon deals elemental damage of the type associated with your chosen subrace, and you gain resistance against this damage type as well. In addition, your ability scores increase as described, and you gain an additional draconic trait.

Draconic Ancestry

Black

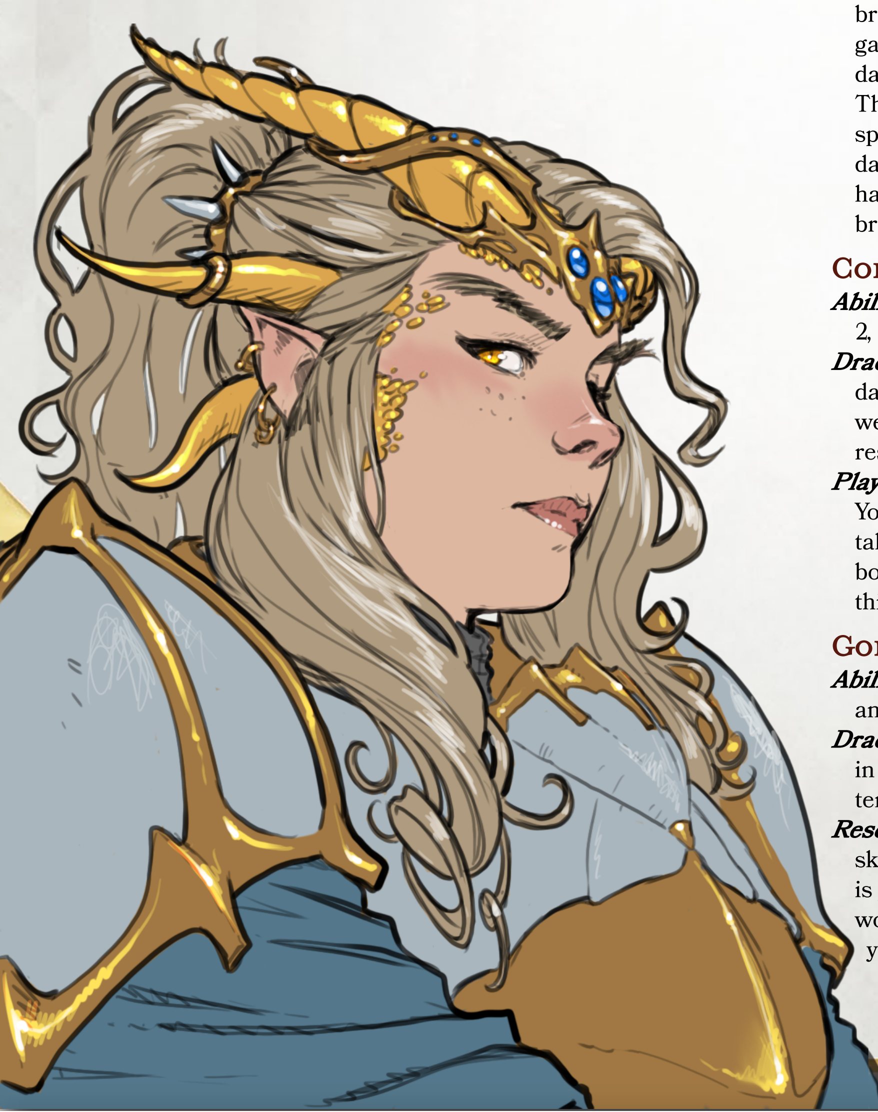
Ability Score Increase. Your Constitution score increases by 2, and your Strength score increases by 1.

Draconic Ancestry. Your breath weapon deals acid damage in a line 30 feet long and 5 feet wide. Your breath weapon imposes a Dexterity saving throw. You have resistance to acid damage.

Unrelenting. You can add your Constitution modifier to the damage of your breath weapon, and your breath weapon deals double damage to objects and structures. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light but only in shades of gray.

Blue

Ability Score Increase. Your Strength, Dexterity, and Constitution scores each increase by 1.



Draconic Ancestry. Your breath weapon deals lightning damage in a line 30 feet long and 5 feet wide. Your breath weapon imposes a Dexterity saving throw. You have resistance to lightning damage.

Desert Predator. You gain proficiency in the Stealth skill. As part of the Hide action, you can burrow yourself into non-rock earth, just below the surface. While below the surface, you have a burrow speed of 15 feet (but you can not burrow deeper), you have vision, can breathe freely, and count as having three-quarters cover. You cannot interact with the surface while borrowed, and you must spend a bonus action to emerge. While you are burrowed, creatures suffer a -5 penalty to their ability checks to find you, provided you are out of combat and not moving.

Brass

Ability Score Increase. Your Strength score increases by 2, and your Charisma score increases by 1.

Draconic Ancestry. Your breath weapon deals fire damage in a line 30 feet long and 5 feet wide. Your breath weapon imposes a Dexterity saving throw. You have resistance to fire damage.

Boldly Talkative. You gain proficiency in the Persuasion skill. You can cast the *tongues* spell once with this trait, but only on yourself, and you regain the ability to do so when you finish a long rest.

Bronze

Ability Score Increase. Your Strength, Constitution, and Charisma scores each increase by 1.

Draconic Ancestry. Your breath weapon deals lightning damage in a line 30 feet long and 5 feet wide. Your breath weapon imposes a Dexterity saving throw. You have resistance to lightning damage.

Dragon of the Coast. You have a swim speed of 30 feet, and you can breathe air and water. When using your breath weapon, you can instead choose to use repulsion gas with the same range and DC. This gas doesn't deal damage but instead imposes a Strength saving throw. Those who fail it are pushed back 15 feet from you. This special DC increases by 1 for each additional 1d6 damage on your breath weapon. Underwater creatures have disadvantage on their saving throws against your breath weapon.

Copper

Ability Score Increase. Your Charisma score increases by 2, and your Strength score increases by 1.

Draconic Ancestry. Your breath weapon deals acid damage in a line 30 feet long and 5 feet wide. Your breath weapon imposes a Dexterity saving throw. You have resistance to acid damage.

Playful Host. You gain proficiency in the Performance skill. You know the *vicious mockery* cantrip, and when you take the Dash action on your turn you can cast it as a bonus action. Charisma is your spellcasting ability for this spell.

Gold

Ability Score Increase. Your Wisdom score increases by 2, and your Strength score increases by 1.

Draconic Ancestry. Your breath weapon deals fire damage in a 15-foot cone. Your breath weapon imposes a Dexterity saving throw. You have resistance to fire damage.

Reserved Companion. You gain proficiency in the Insight skill. You know the *prestidigitation* cantrip, and Wisdom is your spellcasting ability for this spell. Whenever you would deal fire damage to fiends and undead creatures, you deal radiant damage instead.

GREEN

Ability Score Increase. Your Strength, Intelligence, and Charisma scores each increase by 1.

Draconic Ancestry. Your breath weapon deals poison damage in a 15-foot cone. Your breath weapon imposes a Constitution saving throw. You have resistance to poison damage and advantage on saving throws against being poisoned.

Gifted Trickster. You gain proficiency in the Deception skill. You can cast the *disguise self* spell once with this trait, appearing up to 2 feet shorter or taller than normal with it, and you regain the ability to do so when you finish a short or long rest. Charisma is your spellcasting ability for this spell.

RED

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Draconic Ancestry. Your breath weapon deals fire damage in a 15-foot cone. Your breath weapon imposes a Dexterity saving throw. You have resistance to fire damage.

Indomitable. You gain proficiency in the Intimidation skill. You have advantage on saving throws against being charmed or frightened.

SILVER

Ability Score Increase. Your Intelligence score increases by 2, and your Strength score increases by 1.

Draconic Ancestry. Your breath weapon deals cold damage in a 15-foot cone. Your breath weapon imposes a Constitution saving throw. You have resistance to cold damage.

Fascinated by Mortals. You gain proficiency in the History skill. When using your breath weapon, you can instead choose to target a single creature within 15 feet of you with numbing gas. The target doesn't suffer damage, but must succeed at the saving throw or be stunned until the end of your next turn. This special DC increases by 1 for each additional 1d6 damage on your breath weapon. You can use your breath weapon this way once and you regain the ability to do so after finishing a short or long rest.

WHITE

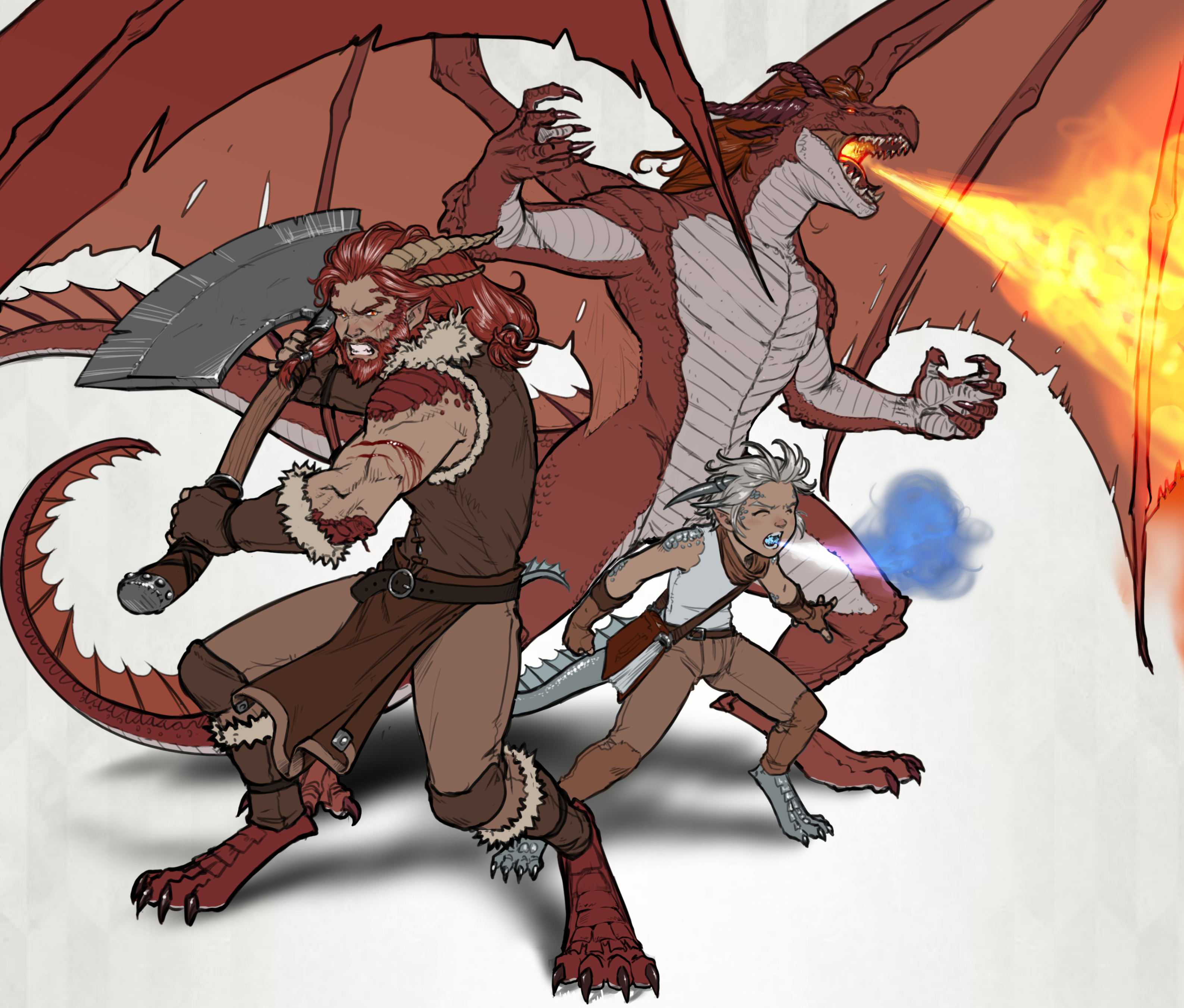
Ability Score Increase. Your Constitution score increases by 2, and your Strength score increases by 1.

Draconic Ancestry. Your breath weapon deals cold damage in a 15-foot cone. Your breath weapon imposes a Constitution saving throw. You have resistance to cold damage.

Skilled Hunter. You gain proficiency in the Survival skill. As a bonus action, you can move up to your speed toward an enemy of your choice that you can see or hear. You must end this move closer to the enemy than you started.

DRAGONSONG

Half silver dragons have developed their own variation of the Bladesinger tradition, called the Dragonsinger, which utilises the power of the Dragon Voice. Only those who speak Draconic can choose this arcane tradition. It is identical to the Bladesinger tradition, except that Bladesong is renamed to Dragonsong, you have advantage on Strength (Athletics) checks instead of Dexterity (Acrobatics) checks during your Dragonsong, you can choose a two-handed melee weapon for your weapon proficiency, and you can use two hands to make an attack with a melee weapon without ending the Dragonsong.



RACIAL FEATS

IMPROVED BREATH WEAPON

Prerequisite: Half Dragon

Extensive training has granted you greater control over your Breath Weapon, allowing you to enhance its speed, power, and range.

- When you roll to regain the use of your Breath Weapon trait, you regain it on a 5 or 6 on the d6 die roll.
- You gain a number of empower points equal to your proficiency bonus. Each time you use your Breath Weapon trait you can expend an empower point and choose one of the following benefits: You can use your breath weapon as a bonus action, its damage is increased by 2d6, or its range is doubled (30-foot cone or 60-feet long line that is 10 feet wide). You can only gain each benefit once per use of your breath weapon, but you can expend more empower points to gain multiple different benefits at once.

You regain one empower point after finishing a short rest, and all of them after finishing a long rest.

DRAGON FORM

Prerequisite: Half Dragon, Improved Breath Weapon feat, 12th-level

As you strive to ascend to dragonhood, you have gained a lesser dragon form of your Draconic Ancestry's dragon.

While all half dragons aspire to assume their rightful true dragon form, only those truly dedicated to this goal will be blessed with a lesser dragon form. This form varies in appearance, but it always looks similar to the half dragon's draconic ancestry. Sometimes it has wings like a wyvern, with four limbs instead of the true dragon's six, including wings. Other times, the dragon form looks like a smaller or more humanoid version of their dragon ancestor.

Regardless, the form drains those who use it, and as such, they are only able to stay in this form for a limited time. Afterwards, these half dragons require rest in order to regain access to this form. Despite its power and majesty, the dragon form pales in comparison to the ascension to dragonhood. And this gift only makes them strive harder to achieve their true and ultimate form.

- You gain blindsight out to a range of 10 feet.
- You can use your bonus action to change into a large sized form based on your ancestral dragon. Your transformation lasts for 1 minute or until you end it as a bonus action. You can regain this form after finishing a long rest. Your weapons merge with you, and the magical bonuses of your equipped melee weapons are transferred to your bite attack. If you are able to attack with your claws, wings, or tail then you can continue to do so. This form doesn't hinder class abilities or spellcasting, nor the use of spell components. In addition, for each minute that you haven't entered combat while in this form, you can extend its duration by 1 minute, up to 10 minutes total.

This transformation grants you the following benefits:

- You gain a flying speed of 30 feet
- You gain a bite attack, which you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d8 (2d6 if you were wielding a two-handed weapon) + your Strength or Dexterity modifier (your choice). Your bite counts as a finesse weapon. If you originally had a bite attack that uses higher damage dice, then you can use those damage dice instead.
- You gain the effects of the Enlarge option from the *enlarge/reduce* spell.
- Your Breath Weapon trait immediately recharges after you change into your Dragon Form. When you use your breath weapon during your Dragon Form, you can empower it with one of the three empower options of the Improved Breath Weapon feat without expending an empower point. The rules of the feat remain the same.
- Once per turn, you can deal bonus damage (of your chosen dragon's damage type) equal to your level to a single target you have damaged that turn. This only applies to those you've damaged with your bite attack, breath weapon, or spells.
- You gain temporary hit points equal to twice your level. Your AC and other defensive boons remain the same (your scaled body parts can be used as your shield). However, your AC cannot be lower than 15 + your Dexterity modifier.

If you ascend to dragonhood, then your True Dragon Form replaces this Dragon Form. In which case, you can immediately choose a new feat instead of this one.

Ascending to Dragonhood

All half dragons seek to ascend to their dragonhood, gaining the form and power of a true dragon of their chosen Draconic Ancestry. The following boon is only granted with the permission of the DM, and as such, the following rules are directed at the DM:

If you (the DM) are using the Epic Boons optional rule from the *Dungeon Master's Guide* (page 231), then once the half dragon player reaches 20th level, you can wish to allow them to begin research, training, or tribulations that, once completed, grant them the following epic boon:

True Dragon Form

As an action, you can transform into your chosen dragon type as if you had cast the *shapechange* spell. Unlike the normal *shapechange* spell you can only use your action to assume your original form, or return to your True Dragon Form. Your True Dragon Form doesn't hinder your use of spell components, and is capable of all actions that require hands or speech. This replaces your Dragon Form transformation, if you have taken the Dragon Form feat. Unlike the normal *shapechange* spell, if you concentrate on this transformation for the full duration, the transformation becomes permanent (until this True Dragon Form loses all of its hit points) and you no longer need to maintain your concentration to remain in your True Dragon Form. After losing this form, you regain the ability to transform in this way when you finish a long rest. Unlike the normal *shapechange* spell, you can use your legendary actions and lair actions while in your True Dragon Form.

In addition, you permanently gain the blindsight and darkvision senses from your True Dragon Form.

Your True Dragon Form's breath weapon replaces your original form's breath weapon, but it can also benefit from your Improved Breath Weapon feat.

If you are a half sapphire dragon (page 14) with the improved breath weapon feat, you can also turn your breath weapon into a Mind Blast while in your True Dragon Form.

If you are a half celestial dragon (page 14), then those that succeed on their saving throws against your True Dragon Form's breath weapon can still be blinded by your breath weapon afterwards, ignoring the rules of your Radiant Dragon trait.

You can find the statistics of your chosen dragon type on page 86 of the Monster Manual or under the additional dragon types listed on pages 91 to 99.

ADDITIONAL HALF DRAGONS

When creating a half dragon, you can choose one of these additional subrace options with your DM's permission.

Steel dragons are a type of metallic dragon, sapphire dragons are a type of gem dragon, and celestial dragons are their own subspecies of dragon. For game purposes, steel and sapphire dragons count as metallic dragons, and celestial dragons count as chromatic dragons.

DRACONIC ANCESTRY

CELESTIAL

Ability Score Increase. Your Strength, Wisdom, and Charisma scores each increase by 1.

Draconic Ancestry. Your breath weapon deals radiant damage in a 15-foot cone. Your breath weapon imposes a Constitution saving throw. You have resistance to radiant damage.

Radiant Dragon. You know the *light* cantrip, and it doesn't require any components when you cast it, but you can only cast it on yourself. Those that fail their saving throw against your breath weapon become blinded until the end of their next turn. Those that succeed on this saving throw cannot be blinded this way for the next 24 hours.

SAPPHIRE

Ability Score Increase. Your Intelligence score increases by 2, and your Strength score increases by 1.

Draconic Ancestry. Your breath weapon deals thunder damage in a 15-foot cone. Your breath weapon imposes a Constitution saving throw. You have resistance to thunder damage.

Psionic Dragon. You know the *mage hand* cantrip, and the hand is invisible and doesn't require verbal components when you cast it. When you reach 3rd level, you can cast the *detect thoughts* spell once with this trait, and you regain the ability to do so when you finish a long rest. At 5th level, you can cast the *misty step* spell once with this trait, and you regain the ability to do so when you finish a short or long rest. Intelligence is your spellcasting ability for these spells. When you cast the *detect thoughts* and *misty step* spells, they don't require any components.

MIND BLAST

If you are a half sapphire dragon with the Improved Breath Weapon feat, then you can spend 2 empower points to turn your breath weapon into a Mind Blast instead. Those affected must instead make an Intelligence saving throw, suffer psychic damage instead of thunder damage, and if they fail their saving throw they are also incapacitated until the end of their next turn. If you also have the Telepathic feat, then the cost is reduced to 1 empower point instead. You must have your DM's permission to use this option.

STEEL

Ability Score Increase. Your Strength, Intelligence, and Charisma scores each increase by 1.

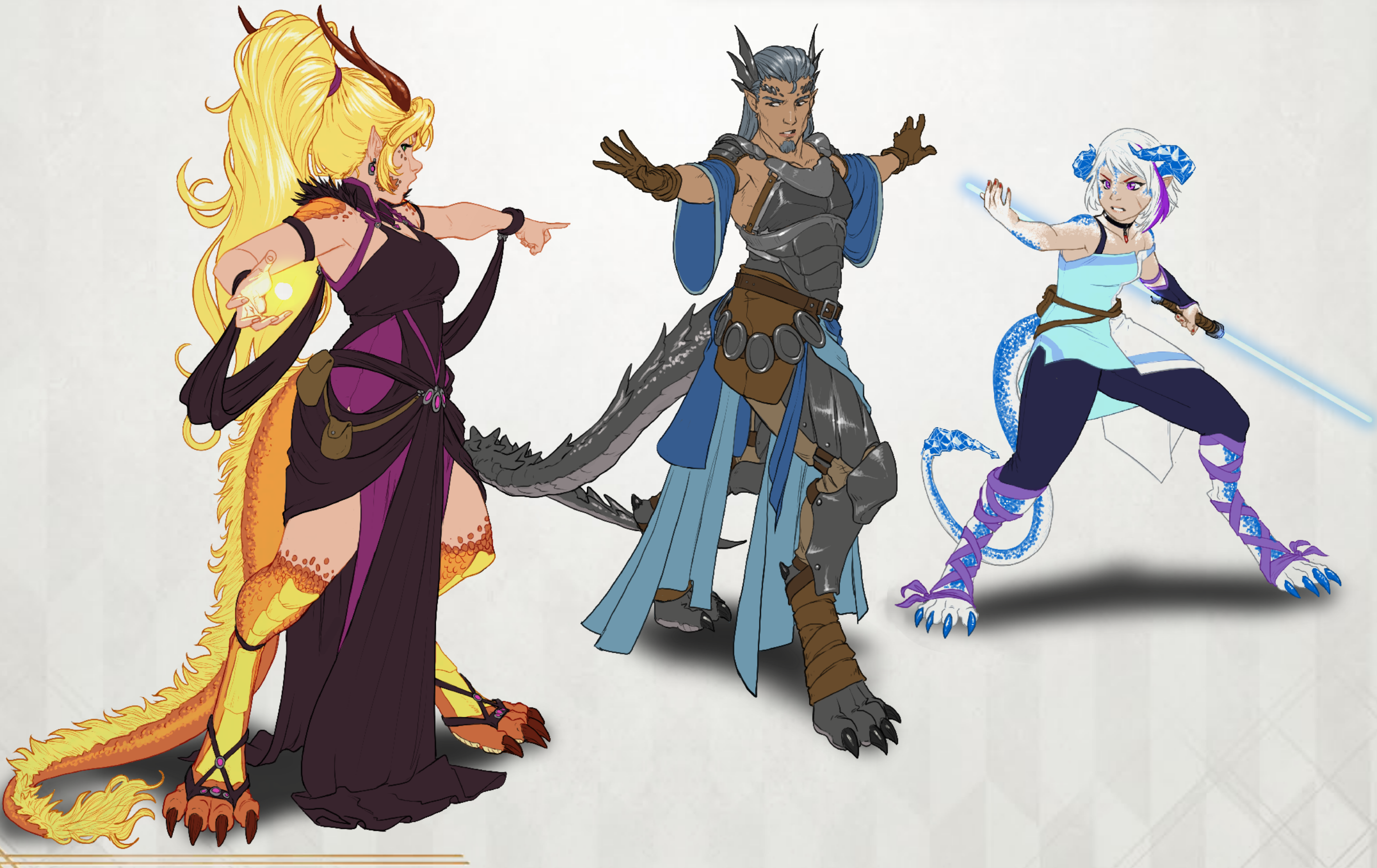
Draconic Ancestry. Your breath weapon deals acid damage in a line 30 feet long and 5 feet wide. Your breath weapon imposes a Dexterity saving throw. You have resistance to acid damage.

Metal Affinity. You have proficiency with the longsword, greatsword, and medium armor. You gain a +1 bonus to your AC while not wearing heavy armor. Instead of this bonus, you can calculate your AC as 13 + your Dexterity modifier. A shield's benefits apply on top of either option.

DIVINE ATTACK

If you are a sorcerer with the Divine Soul sorcerous origin, and provided you have your DM's permission, then you can exchange your Empowered Healing feature with the Divine Attack feature:

When you use your action to cast one of your cantrips, you can make one weapon attack as a bonus action. You gain proficiency with one weapon of your choice.



Celestial Dragons

Also known as lung dragons or T'ien Lung dragons, these dragons are revered in eastern cultures. They are feared for their heavenly wrath breath weapons, which burn and blind foes with radiant fire. They have a reputation for being fair but also very harsh. Half celestial dragons are often employed by celestials, and are renowned as wise monks. Celestial dragons are sometimes called lunar or solar dragons due to their radiant and celestial appearance. They are believed to be an offshoot of astral dragons who left the astral sea, as they too do not have wings, but can still fly.

Sapphire Dragons

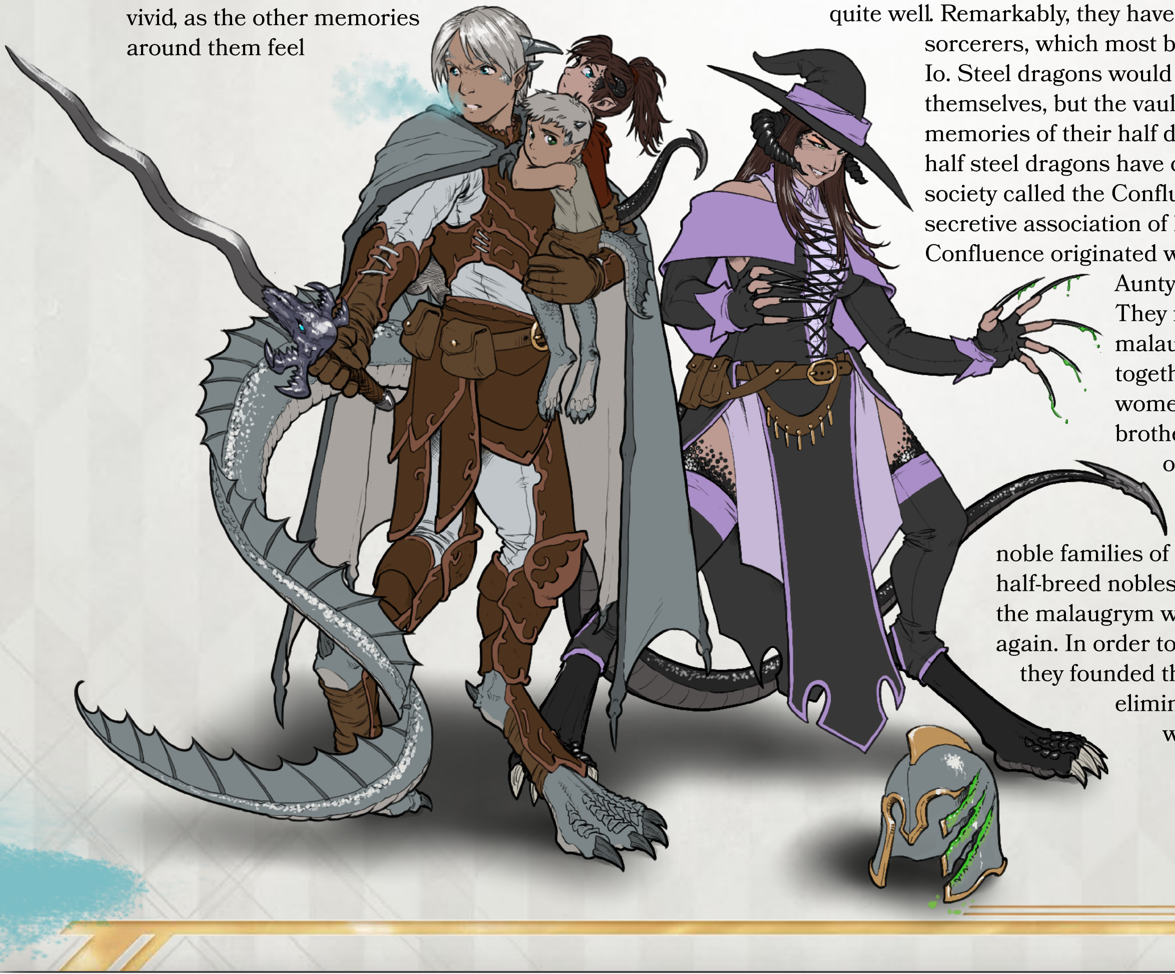
Sapphire dragons are a type of gem dragon with crystalline blue scales, which are inherited by their half dragon offspring. Sapphire dragons are known for their psionics, and also for being capable tacticians. Half sapphire dragons are renowned as gifted psychics, and are known for being compassionate yet also pragmatic when the need arises. The horns and tip of the tail of half sapphire dragons are crystal-like, which become smoother and change as they grow older, until they look identical to those of sapphire dragons.

Steel Dragons

Steel dragons are amiable, curious, and witty metallic dragons, that would rather spend their time among human cultures than in their own true forms. They prefer to invest in property and business unlike other dragons, who preferred to hoard monetary treasures. Steel dragons can cast divine magic as arcane spells, which is one of the blessings they have received from Io. They are gifted shapechangers, and retain many benefits of their draconic bodies even while in their disguises. Their guise will age at the normal rate of the race they changed into, which they call Time Touching. When their mortal life will have run its course, they will shed their memories in a process called "Vaulting", where they will store their previous memories. That way they can live their next life without any bias and prejudices from their previous one. An exception is their soul mate and full dragon children, whose memories stay vivid, as the other memories around them feel vague and distant. They will live multiple lives throughout their lifespan, called the "chain of lives". At the end of each life they will create a work of art that contains their collected wisdom; a teacher could create a book, and an adventurer could create a magical item. They will store these in a vault called "the Composition", which will be their legacy, to be shared at the true end of their life. They believe that Io created them for this purpose, to share the wisdom they have learned this way with others. Steel dragons spend most of their life in human form, except when they try to find a mate. After finding one they would start a "semi-life" where they live in a human form with their "soul mate", while taking care of their full-blooded dragon children in between, using their magic to disguise them. These children will then move to different cities once they are grown up, while the parents will create a new semi-life together, or go their own ways to meet up again later.

Playing as a half steel dragon

Half steel dragons that live among humans appear as a human or half human, depending on the mortal parent. Half steel dragons in human societies would often live much of their life unaware of their true nature, but they could find strange occurrences that would hint at their heritage; such as a surprisingly durable skin, and an affinity towards metal. They would be unable to use their breath weapon, unless they were made aware of it. Either by their family or by great stress. When used, it would temporarily reveal their true nature to those within 30 feet of them, and make the half steel dragon aware of its true lineage. This disguise can not be detected by magic, but other (half) steel dragons will see through this deception. However, half steel dragons that live among other half dragons for an extended period of time will appear as they truly are, half dragons with horns and a draconic lower body. Through a secretive ritual, half steel dragons can change into other forms like their full blooded steel dragon kin can. Half steel dragons, like their dragon ancestors, prefer to talk instead of entering conflict. When they do fight, they generally avoid melee and rely on their magical spells, even though they can hold their own quite well. Remarkably, they have many Divine Soul sorcerers, which most believe is a blessing from Io. Steel dragons would sometimes organize themselves, but the vaulting would erase the memories of their half dragon offspring. As such, half steel dragons have created their own separate society called the Confluence, a loose and secretive association of half steel dragons. The Confluence originated with a pair of steel dragons, Auntyrlothtor and Quituryte. They fought against the malaugrym, evil shapeshifters, together with a group of noble women. In time, the two brothers produced half-breed offspring with these noble women, who were then raised in secret by the noble families of the original dames. These half-breed nobles proved vital in repelling the malaugrym when they subtly attacked again. In order to stop future resurgences, they founded the Confluence to control or eliminate any shapechangers who entered their cities.



KOBOLD, REVISED

"KOBOLDS ARE A LOT LESS CUTE WHEN THEY LEARN HOW TO CAST fireballs."
— Volothamp Geddarm

Kobolds are often dismissed as cowardly, foolish, and weak, but these little reptilian creatures are clever with their hands, and viciously work together in order to overcome their physical limitations. Kobolds are short in stature, despite the draconic blood running in their veins, with the tallest of them barely reaching 3 feet and weighing no more than 35 pounds. Because of their small size, kobolds often have to adopt unorthodox means of achieving victory. This usually leads to traps, which kobolds are well known for making.

Unlike the true dragons they worship, kobolds don't have set colors that reflect certain personality traits. Whole tribes usually are the same one or two colors, and the color of a kobold has no bearing on its abilities or skill set. Kobolds display many of the traits that true dragons display, and are often either proud, or vain (or both). While individual kobolds prefer to run away from a fight, they know that there is greatness within them, and they are proud that they are the blood-kin of dragons. Despite this, a typical kobold acknowledges its weakness in the face of a hostile world, as well as the superior might of true dragons. They find satisfaction in their work, the survival of their tribe, and the knowledge that they shares a heritage with mighty dragons. While the individual kobold can be cowardly, this changes when they fight directly alongside their tribe. They believe that they will be rewarded in the afterlife if they die in the service of their tribe, and as such are far less fearful. Kobolds, aside from the occasional adventurer, are also quite content with their lives, provided they can mine and be with their families, and receive the occasional praise from dragons.

Kobolds are renowned for their worship of dragons, in which case they cast aside any pride they have and willingly and proudly serve such mighty creatures without a thought of treason. If the dragon expresses cruelty, they will tolerate it or simply go away instead of seeking revenge. They even display strong acts of courage while within their service. Strangely, they have the same sentiment towards dragonborn and half dragons, whom they consider to be dragons. This often leads to the annoyance of dragonborn, many of whom hold resentment towards dragons for past slavery. However, their obsessive loyalty and devotion, and their skill at handling the sewage of draconic communities, causes the other draconic races to tolerate their presence. And those that are able to put their pride aside acknowledge that more than one draconic community has been saved by using the kobolds overwhelming numbers and unorthodox way of fighting. Kobolds are naturally skilled at tunneling. Similar to dwarves, they have a near-instinctive sense of what sections of stone or earth are strong or weak, are bearing a load or are safe to excavate, or are likely to contain minerals or offer access to water. This ability enables them to fashion secure homes in places where other creatures wouldn't feel safe. Their favorite past time is bathing, and they are masters at finding natural springs and even hot springs. The latter also being quite popular among half dragons, and kobolds generally have no problem sharing these finds with mighty "dragons".

Kobolds take advantage of their size by creating small-diameter tunnels that they can easily pass through, but that require larger creatures to hunch or even crawl to make progress. Due to their small size, many kobold often feel that there's safety in numbers. As such they rarely strike out on their own, unless it's a mission of great importance or they are serving or proving themselves to a dragon.

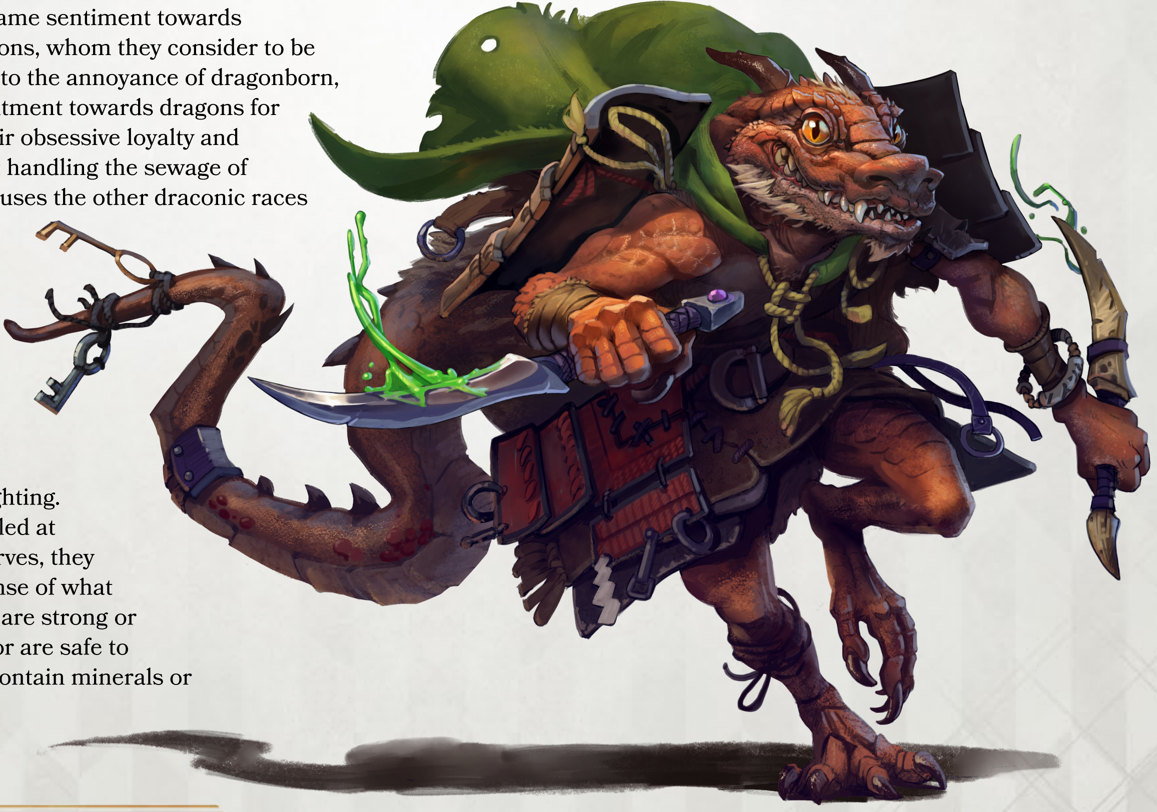
A kobold can be fooled with smooth words or a quick wit, but when the kobold figures out it has been tricked it will remember the affront, and when possible will retaliate against that person somehow, even if merely in a petty way. Though they are far less grudgeful against dragons, feeling that they act so because the kobold must prove its worth.

Some kobolds are more in touch with their draconic heritage and grow wings. These are known as winged kobolds or dragonwrought kobolds. Kobolds who gain their wings later on in life as called urds, and are equally revered.

KOBOLD NAMES

Kobold names are derived from the Draconic tongue and usually relate to a characteristic of the owner, such as scale color, distinctive body parts, or typical behavior. For example, "Red Foot, "White Claw" and "Scurry" are Common translations of often-used names. A kobold might change its name when it becomes an adult, or add additional word-syllables after important events such as completing its first hunt, laying its first egg, or surviving its first battle. Because kobolds can change sex to suit a tribe's needs, they don't differentiate between male or female names.

Kobold Names: Arix, Eks, Ett, Galax, Garu, Hagnar, Hox, Irtos, Kashak, Meepo, Molo, Ohsoss, Rotom, Sagin, Sik, Sniv, Taklak, Tes, Urak, Varn



KOBOLD TRAITS

As a kobold, you gain the following traits.

Ability Score Increase. Your Dexterity score increases by 2, and your Intelligence or Charisma score increases by 1 (your choice).

Age. Kobolds reach adulthood at age 6 and can live up to 120 years, but rarely do so. Those that live within or near draconic communities tend to live longer.

Alignment. Kobolds rely on the strength of their group, which makes them tend toward law. Kobolds living within or near draconic communities are often neutral.

Size. Kobold are between 2 and 3 feet tall and weigh between 25 and 35 pounds. Your size is Small.

Speed Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light but only in shades of gray.

Burrower. As an action while holding a pickaxe or shovel, you can grant yourself a burrow speed of 10 feet through non-rock earth until the end of your turn. When you use your burrow speed with this trait, you clear the path behind you. This path is accessible for Medium and smaller creatures, but it counts as difficult terrain for Medium creatures. At your DM's discretion, while holding a pickaxe, you can also burrow this way through tougher materials.

Center of Attention. As a bonus action, you can distract enemies within 10 feet of you. This can be done by cowering pathetically, shrieking furiously, boasting arrogantly, or through different means. Until the end of your next turn, you and your allies have advantage on attack rolls against any of those enemies who could see or hear you.

You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Skilled Trapper. You gain proficiency with the thieves' tools, and whenever you make an ability check to create traps *(Xanathar's Guide to Everything* page 84) your proficiency bonus is doubled.

Fleeting Courage. When you succeed on a saving throw, your next attack roll or saving throw you make before the end of your next turn has advantage.

Languages. You can speak, read, and write Common and Draconic. Draconic is thought to be one of the oldest languages and is often used in the study of magic. The language sounds harsh to most other creatures and includes numerous hard consonants and sibilants.

DIGGY DIGGY HOLE

At their DM's discretion, dwarf players can exchange their Stonecunning trait with the kobold's Burrower trait. If they do, then the path they clear is accessible for Large and smaller creatures, but it counts as difficult terrain for Large creatures.

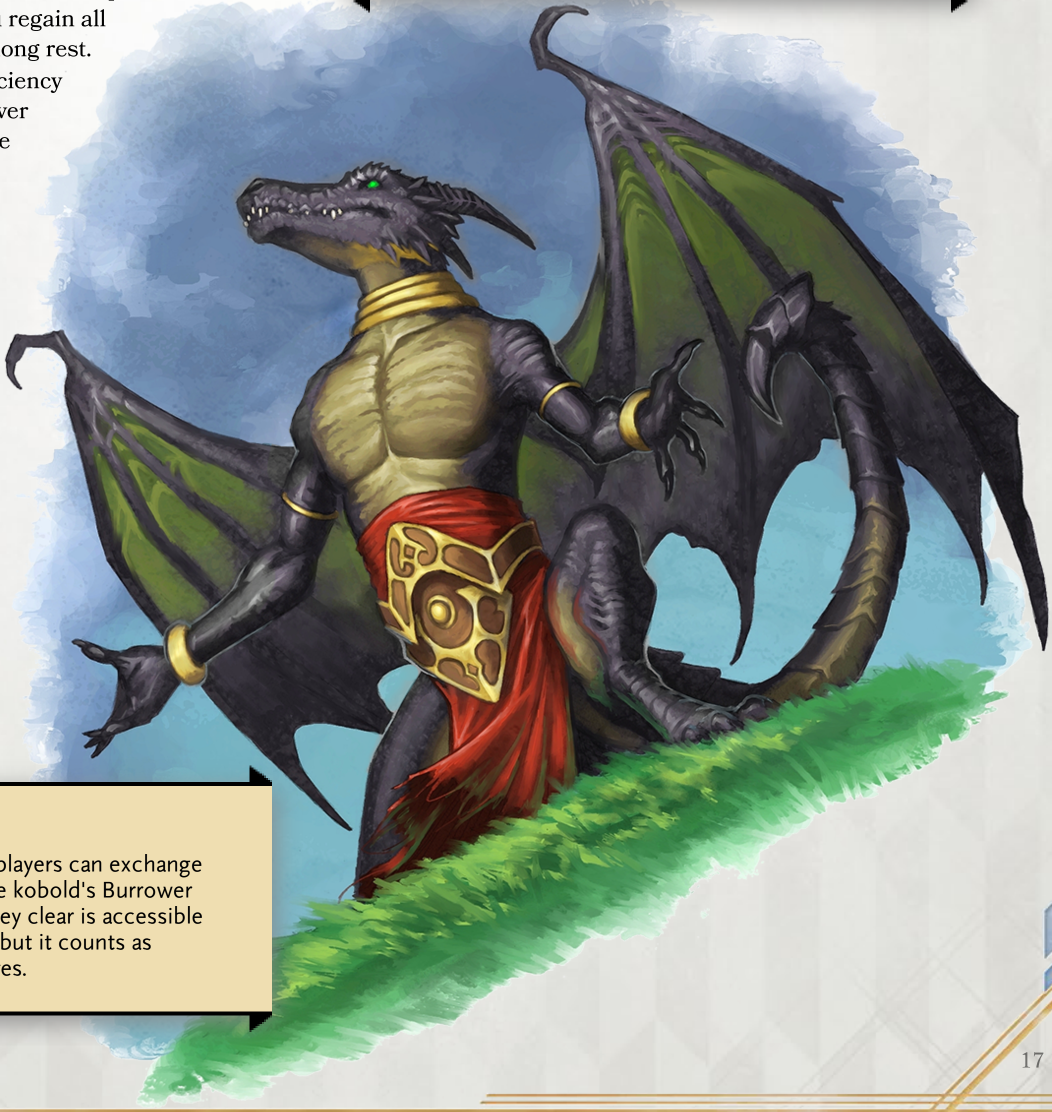
WEASEL COMPANIONS

Kobolds train and domesticate giant weasels and dire weasels as hunting companions, guard animals, and mounts. These domesticated weasels are stronger than their wild counterparts, and trained to work well in groups. A domesticated giant weasel has the statistics of a wolf (*Monster Manual* page 341), and a domesticated dire weasel has the statistics of a dire wolf (*Monster Manual* page 321), except both also possess Darkvision with a range of 60 feet. At your DM's discretion, you can gain a domesticated weasel as your companion during your adventures. This weasel is friendly to you and your companions and obeys any simple verbal commands that you issue to it (no action required by you) such as attack or guard, but it will only allow kobolds to ride it as a mount. If you have proficiency in the Animal Handling skill, and you train with your weasel regularly (at your DM's discretion), you can add your proficiency bonus to your weasel's damage rolls, and any ability check the weasel makes. This does not stack with similar effects, such as from the Beast Master's Ranger's Companion feature.

PLAYING AS A DRAGONWROUGHT KOBOLD

You may choose to play as a regular dragonwrought kobold, born with wings from a special egg.

If you choose this variant, you gain the Urd Feat at 1st level, but you lose the following racial traits: Burrower, Center of Attention. and Skilled Trapper.



Racial Feats

Kobold Inventor

Prerequisite: Kobold, the Skilled Trapper racial trait

You are resourceful and clever for a kobold, although quite eccentric as well. You gain the following benefits:

- The damage of your created traps (*Xanathar's Guide to Everything* page 84) is doubled. You can create a trap outside your short rest instead of during it, and within 1 minute. Afterwards you regain the ability to do so after finishing a short or long rest. When you create a trap, any previous traps you created are disarmed.
- You carry six of your *inventions* with you, and you can use each of the options listed in the Kobold Invention table as an action once. Their DC is 8 + your proficiency bonus + your Intelligence modifier. All initial damage caused by your *inventions* increases by an additional 1d6 at 8th level, 12th level, 16th level and 20th level. You also add your proficiency bonus to the attack rolls of your insect swarms. You can choose to panic and use one of your *inventions* as a bonus action instead of an action, however you must then roll a d6 die to determine which *invention* you use. If you roll a used *invention*, then nothing happens. While using an *invention* this way, you can choose not to cause its effects. You can only (try to) use one *invention* each turn. After finishing a long rest, and spending 10 minutes to forage and prepare, you regain all expended uses of your *inventions*.

These *inventions* look like a mess of scrap or alchemy, therefore others are unwilling to purchase them. Other creatures are unable to use your *inventions*.

Pack Tactics

Prerequisite: Kobold

You excel at teamwork, fighting side by side against all odds.

- You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated. You can only benefit from this feature once on each of your own turns.
- When you gain the effect of your Fleeting Courage racial trait, and before you benefit from this boon yourself, you can use your reaction to grant this boon to an ally who can see you instead.

Pickaxe Mastery

Prerequisite: Dwarf or Kobold, the Burrower racial trait

Your time spent wielding a pickaxe allows you to wield it with devastating efficiency. You gain the following benefits:

- You can use a pickaxe as a melee weapon with the finesse and versatile properties, which deals 1d8 piercing damage (1d10 when used with two hands). You are proficient with pickaxes used this way, and you gain a +1 bonus to attack rolls you make with the weapon.
- When you attack with a pickaxe while using two hands, you can cause the attack roll to forgo your proficiency bonus. If you hit, the attack deals additional piercing damage equal to double your proficiency bonus.
- If you hit a creature that's using a shield with a pickaxe or war pick, you can have the attack deal no damage and force the creature to drop its shield, as you pull it away.

d6 Kobold Invention

1	***Acid.*** You hurl a flask of volatile acid to a location within 20 feet of you. Those within 10 feet of that location must make a Dexterity saving throw, taking 2d6 acid damage on a failed save, or half as much damage on a successful one.
2	***Pocket Sand.*** You throw sand at a creature within 5 feet of you. The target must succeed on a Dexterity saving throw or be blinded until the end of your next turn.
3	***Scorpion on a Stick.*** You attack a creature within 5 feet of you with a scorpion tied to the end of a 5-foot-long pole. The target automatically suffers 1 piercing damage and it must make a Constitution saving throw, taking 2d6 poison damage on a failed save, or half as much damage on a successful one. On a failed save the target is also poisoned for 1 minute. The affected target can repeat the saving throw at the end of each of its turns, ending the effect on a success.
4	***Skunk in a Cage.*** You release a skunk into an unoccupied 5-foot-square space within 20 feet of you, which immediately sprays a random creature within 5 feet of it. The target must make a Constitution saving throw. On a failed save, the target retches and can't take actions for 1 minute. The target can repeat the saving throw at the end of each of its turns, and whenever it takes damage, ending the effect on a success.
5	***Volatile Fire.*** You hurl a flask of fire to a creature within 20 feet of you, who must make a Dexterity saving throw. On a failed save, the target suffers 1d6 initial fire damage, and 1d6 additional fire damage at the start of each of its turns. A creature can take an action to extinguish the flames.
6	***Wasp Nest in a Bag.*** You throw a basket into a 5-foot-square space within 20 feet of you. A swarm of insects (wasps) emerges from it. It takes its turn after yours and attacks the nearest creature until that creature is reduced to 0 hit points, after which the swarm disperses.

Nimble Kobold

Prerequisite: Kobold, the Center of Attention racial trait

Your nimble nature allows you to take advantage of openings in enemies defenses made by an allies attack.

- You can move through the space of any creature that is of a size larger than you.
- You can take the Disengage or Dash action as a bonus action on each of your turns.
- When an ally makes a melee attack against a creature within 5 feet of you, you can use your reaction to make one melee weapon attack against that creature.

Urd

Prerequisite: Kobold

Dragonwrought kobolds have strong ties to their draconic ancestors, and are revered by other kobolds. Kobolds who become dragonwrought later in life are called Urds.

- You gain the Hardened Scales and Wings racial traits from the dragonborn (page 7).
- You have advantage on saving throws against being paralyzed, and magic can't put you to sleep.
- You have resistance to the damage type associated with your dragon ancestor. Choose a dragon from the dragonborn's Draconic Ancestry table (page 6) to determine the damage type.

LIZARDFOLK, REVISED

"IF YOU'RE CONSIDERING TAKING A SCALED ONE ALONG ON AN adventure, remember this important fact. The strange, inhuman glint in its eyes as it looks you over is the same look you might give a freshly grilled steak."

— Tordek, dwarf fighter and adventurer

Despite not being a member of the draconic races, the lizardfolk echo many similarities, and some even worship and serve dragons for their shared reptilian attributes. Lizardfolk are covered from head to tail in thick scales of various shades of color, and their fanged maw and sharp claws make them dangerous foes, even when unarmed. They are hardy survivors, whose lack of technological advancement is compensated by their ferocity in battle and ingenuity.

Most lizardfolk are pragmatic, and can come across as cold. This is due to their alien minds, which are heavily focused on survival, and leave little room for emotions. Concepts such as honor are lost on most of them, as they strive to survive against all odds.

An exception to this is a variant of sharptooth lizardfolk, which scholars dub "high lizardfolk". The tribes of these more civilized lizardfolk are different in that they not only understand common emotions but also feel them, and they are known for their strong sense of honor. This concept is alien to most lizardfolk, but it also allows them to cooperate with other intelligent races far more easily.

AN ADAPTIVE RACE

Lizardfolk generally focus on survival above all, without any unnecessary sentiments. Their mindset might sometimes seem cruel, but it helps them survive in a hostile environment. The swamps and jungles they inhabit are filled with a staggering variety of threats.

Blackscale lizardfolk are extraordinarily aggressive. They are the only lizardfolk with the ability to see in the dark, which scholars have speculated is due to black dragon blood running in their veins. This theory is further supported by their natural resistance against acid, and dark-hued scales.

Poison dusk lizardfolk are the smallest of the lizardfolk, but are masters of camouflage and poison. Using them both to deadly effect. They know how to create an oily substance which reacts to the natural chemicals within their chameleon skin. When applied to clothes or armor, it causes these to change color as well, granting them camouflage. However, like most lizardfolk, they usually fight without such trappings because their own natural hides provide sufficient protection.

Sharptooth lizardfolk are the most numerous of the lizardfolk, and are usually the most ingenious and focused on survival. Some call them cowardly or opportunistic, but they simply assess situations based on what gives them the best chance to survive.

The more civilized sharptooth lizardfolk either live near bodies of water and swamps, or roam the plains, riding large prehistoric beasts, such as triceratops or styracosaurus, into battle.

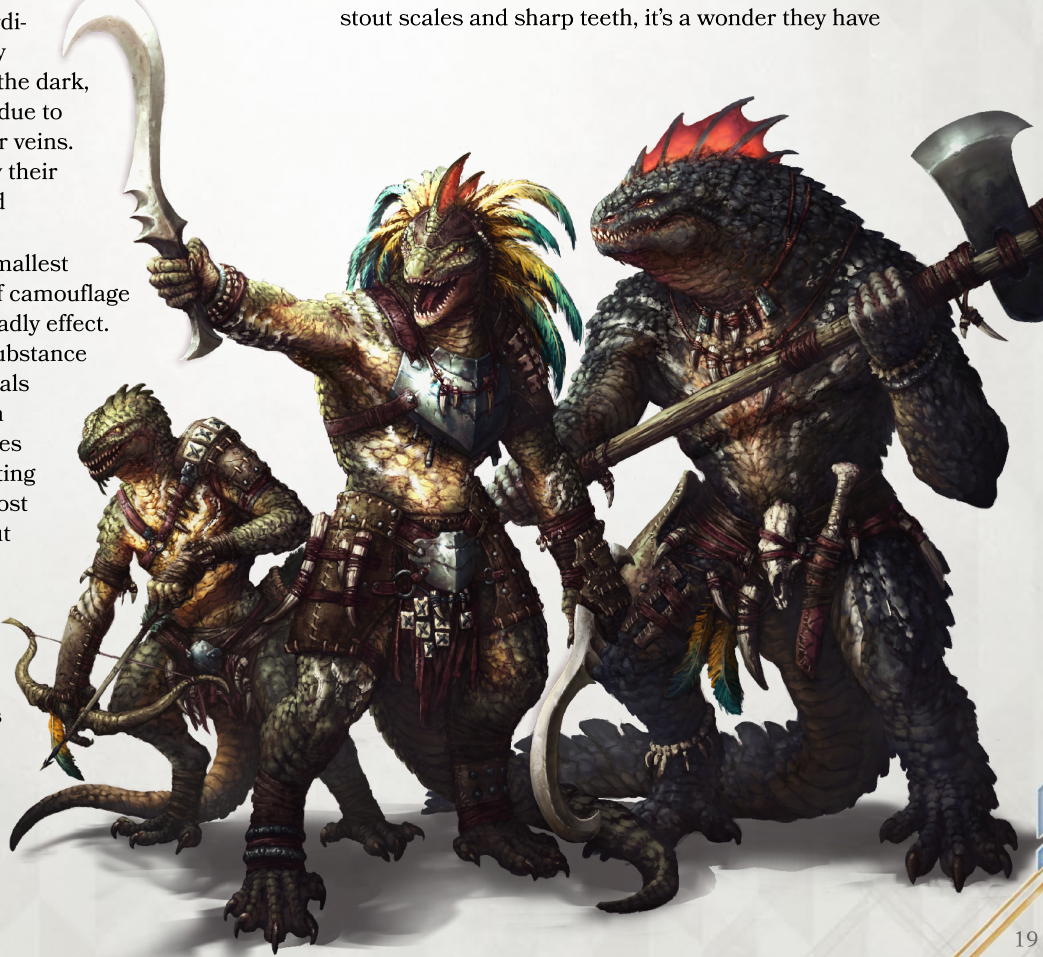
These sharptooth lizardfolk usually don't keep livestock, as they prefer to hunt or fish. They usually wear headgear with feathers of birds, and they are a little more advanced as they live in tipi instead of homes made out of mud. They are also among the most successful of lizardfolk, as many of their tribes have formed strong alliances with the other races over the years. Unlike most lizardfolk, these sharptooth lizardfolk venerate their ancestors, and follow a code of honor. They refer to their ancestors as dragons, however they are not descendants of dragons, which is evident by the fact that kobolds don't worship them in any shape or form. The word dragon is a misunderstanding, as in their language (which is a slightly different version of draconic) dragon refers to large and powerful reptilian creatures. What they are referring to are ancient and terrifying lizards commonly known as dinosaurs.

RELATIONSHIP WITH OTHER RACES

Most lizardfolk are pragmatic, and are seen as cold. There is a saying that when a lizardfolk looks at you funny, that he is likely sizing you up as a potential meal. And while most lizardfolk have a strong sense of cooperation, they will often not hesitate to prevent your body from going to waste should you die.

A lizardfolk who lives among other humanoids can, over time, learn to respect other creatures' emotions. The lizardfolk doesn't share those feelings, but instead assesses them in the same clinical manner. Yes, the fallen dwarf might be most useful as a meal, but hacking the body into steaks provokes aggression in the other humanoids and makes them less helpful in battle.

At their core, lizardfolk view other humanoids with an indifference verging on pity. Born into the world lacking stout scales and sharp teeth, it's a wonder they have



managed to survive for so long. The typical human would barely make it through a day in the swamps.

Still, if other creatures prove themselves useful to the lizardfolk, those creatures can trigger a protective response made all the stronger by their apparent weakness. The lizardfolk assess such beings as hatchlings, young ones incapable of protecting themselves but who might prove useful in the future if they receive care.

The more civilized sharptooth lizardfolk are an exception to this rule, as they follow codes of honor and can genuinely understand and feel emotions. These are also the lizardfolk who are most likely to trade with the other races, and go on adventures.

Lizards and Dragons

Although the lizardfolk are not a draconic race, their fates are often intertwined with that of dragons. Black and green dragons often share the same habitats, and are known to employ lizardfolk as minions after sufficient intimidation. On the other hand, lizardfolk face far less prejudice from the draconic races, such as dragonborn and half dragons. They respect dragonborn the most as they feel that their natural weapons make them the most self-sufficient, even though they find it odd that the scales of most dragonborn are soft.

The Steelscale dragonborn are the exception, as their scales are equally hardened across their body, as opposed to the lizardfolk who have areas on their body that are thicker than others.

Because of this, Steelscale dragonborn may benefit from their scales as an extra layer of defense (unless their scales are completely supplanted by heavier armor), while the lizardfolk's hide is a mere substitute for real armor. However this is adequate for most lizardfolk, as they are able to do just fine by wearing little in very hostile environments.

Half dragons are greatly respected for their power and draconic lineage, while kobolds are seen as either an annoyance or a meal.

The more civilized lizardolk however will generally extend their respect to kobolds as well, provided they pose no threat to their tribe.

Lizardfolk Names

Lizardfolk take their names from the Draconic language. They use simple descriptive terms granted by the tribe based on an individual's notable deeds or actions. Lizardfolk make no distinction between male and female in their naming conventions. Each example name includes its translation in parenthesis.

Lizardfolk Names: Achuak (green), Aryte (war), Baeshra (animal), Darastrix (dragon), Garurt (axe), Irhtos (secret), Jhank (hammer), Kepesk (storm), Kethend (gem), Korth (danger), Kosj (small), Kothar (demon), Litrix (armor), Mirik (song), Othokent (smart), Sauriv (eye), Throden (many), Thurkear (night), Usk (iron), Valignat (burn), Vargach (battle), Verthica (mountain), Vutha (black), Vyth (steel)

Lizardfolk Traits

Lizardfolk have many innate abilities derived from centuries spent warring among each other and defending themselves from the threats present in the jungles and swamps where they make their home.

Ability Score Increase. Your Constitution score increases by 2.

Age. Lizardfolk reach maturity around age 12 and rarely live longer than 60 years. However, some sharptooth tribes are known to live to be around 80.

Alignment. Most lizardfolk are neutral. They see the world as a place of predators and prey, where life and death are natural processes. They wish only to survive, and prefer to leave other creatures to their own devices. The more civilized sharptooth lizardfolk follow a code of honor, and tend to be neutral good.

Size. Lizardfolk vary in size, with poison dusk standing around 4 feet, blackscale around 8 feet, and sharptooth being around 6 to 7 feet on average. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Natural Weapons. Your fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with your bite, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. You can also use your claws, which follow the same rules as your bite, but deal 1d4 + your Strength modifier slashing damage instead.

Natural Armor. You have tough, scaly skin. You can calculate your AC as 13 + your Dexterity modifier. A shield's benefits apply as normal while you use your natural armor.

Cunning Artisan As part of a short rest, you can harvest bone and hide from a slain beast, construct, dragon, monstrosity, or plant creature of size Small or larger to create one of the following items: a shield, a club, a javelin, or 1d4 pieces of ammunition.

Languages. You can speak, read, and write Common and Draconic. Draconic is thought to be one of the oldest languages and is often used in the study of magic. The language sounds harsh to most other creatures and includes numerous hard consonants and sibilants.

Subraces. Choose one of the subraces below. Your choice will determine additional benefits.

Subraces

Sharptooth

The sharptooth are the most numerous of the lizardfolk, and usually live in and around bodies of water. They either actively hunt or float just below the water's surface, waiting for an unsuspecting animal to drink or swim by. The more civilized ones tend to roam more, forming tribes that hunt around bodies of water as well as on the plains.

Ability Score Increase. Your Wisdom score increases by 1.

Amphibious Stalker. You have a swim speed of 30 feet, and you can hold your breath for up to 15 minutes at a time.

Hungry Jaws. In battle, you can throw yourself into a vicious feeding frenzy. As a bonus action, you can make a special attack with your bite. If the attack hits, it deals its normal damage, and you gain temporary hit points equal to your Constitution modifier (minimum of 1), and you can't use this trait again until you finish a short or long rest. At 6th level you add your proficiency bonus to both the damage dealt and the temporary hit points gained.

Hunter's Lore. You gain proficiency with two of the following skills of your choice: Animal Handling, Nature, Perception, Stealth and Survival.

Poison Dusk

The poison dusk are the smallest of the lizardfolk, and are renowned for their chameleon like skin and deadly poisons. They have poisonous glands that make them less desirable to predators, from which they have learned to distill poison. They value stealth and quick strikes over open battle, and are experts at ambushing. They enjoy the thrill of pursuit, and hunt down their quarry relentlessly. Their determination never waivers, once they commit to something they will see it through. They live in secluded places and guard the secret location of their nests with their lives. They do not discriminate, all trespassers to their lands die the same.

Ability Score Increase. Your Dexterity score increases by 1.

Chameleon Skin. You can try to hide even when you are unobscured by pressing yourself up against a solid surface next to you, such as a tree or wall, that is at least as tall and wide as you are. You can also hide by pressing yourself against the ground, provided you are in the prone position. While hiding this way you have advantage on Dexterity (Stealth) checks, provided you are out of combat and you remain there without moving or taking actions.

Racial Poison. As part of a long rest you can distill poison from your own glands. You gain a number of doses of racial poison equal to half your proficiency bonus (rounded down) which last 24 hours before drying. You can use a dose of this poison to coat one slashing or piercing weapon or up to three pieces of ammunition. Applying the poison takes an action.

A creature hit by the poisoned weapon or ammunition takes an additional 1d4 poison damage. This damage increases to 1d6 when you reach 6th level, and to 1d8 when you reach 14th level. Once applied, the poison retains potency for 1 minute before drying.

Hitting a target with a weapon or piece of ammunition that is poisoned this way will not remove the poison before that minute has passed.

Predator. You gain proficiency in the Survival skill. In addition, you have advantage on Wisdom (Survival) checks to follow tracks and hunt wild game.

Blackscale

The blackscale are the largest and strongest of the lizardfolk, and are also the most aggressive. Their tribes often seek to expand the territory they hold, and kill any creature who gets in their way. They often prefer nightly raids, relying upon their innate darkvision. They are also known for their natural resistance against acid, which some scholars speculate is due to black dragon blood running in their veins. Blackscales have no patience for cunning ploys and setting traps, thinking that these are the tools of smaller, weaker lizardfolk. They prefer to just hit hard.

Ability Score Increase. Your Strength score increases by 1.

Acid Resistance. You have resistance to acid damage.

Aggressive. As a bonus action, you can move up to your speed toward an enemy of your choice that you can see or hear. You must end this move closer to the enemy than you started.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light but only in shades of gray.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Feats

Reptilian Regeneration

Prerequisite: Lizardfolk

You live a dangerous livestyle, and your body had to adapt to survive, allowing you to heal grievous wounds.

- On a short rest, if you choose to expend Hit Dice, you regain an additional amount of hit points equal to your proficiency bonus per Hit Die rolled. Additionally, you regrow severed body parts (fingers, legs, tail, and so on) within 1d4 days.
- You can release a surge of regeneration in your body as a bonus action. You regain a number of hit points equal to 2d6 + half your level (rounded down). You can't regain hit points this way again until you finish a short or long rest.

Poisoner (revised)

You have a great understanding of the creation and application of poisons and gain the following benefits:

- You gain proficiency with the poisoner's kit if you don't already have it, and when you attempt to harvest a dose of poison from a poisonous creature you have advantage on the required ability check.
- When you make a damage roll, you ignore resistance to poison damage.
- You can apply poison to a weapon or piece(s) of ammunition as a bonus action, instead of an action.
- With one hour of work using a poisoner's kit, and spending 50 gp worth of materials, you can create a number of doses of potent poison equal to your proficiency bonus. You can use a dose to coat one slashing or piercing weapon or one piece of ammunition as a bonus action. Once applied, the poison retains potency for 1 minute or until you hit with the weapon or ammunition. Those hit must make a DC 14 Constitution saving throw or take 2d8 poison damage and become poisoned until the end of your next turn.

Variant Poison Harvesting

At your DM's discretion, you can use the following variant rule for harvesting poison from slain foes instead of the one listed in the *Dungeon Master's Guide* (page 258):

Poison Extraction: When poisonous creatures are killed, the player can attempt to harvest all their poison over the course of 10 minutes, followed by making an Intelligence (Nature) check using the poisoner's kit (proficiency with the poisoner's kit applies to this check if the player doesn't have proficiency in Nature) against the poison's save DC, for each type of creature. On a success, the player extracts 1d4 doses of poison from all the dead creatures combined for that type of creature. On a failure, all the poison is wasted, and those who are not proficient with the poisoner's kit suffer the effects of the poison. Players can use one dose of harvested Injury type poison to coat one slashing or piercing weapon or one piece of ammunition. Once applied, the poison retains potency for 1 minute or until you hit with the weapon or ammunition (this works different than *basic poison* or the poison dusk's racial poison, which both last the full 1 minute duration instead). Applying the poison takes an action.

CHAPTER 2

Subclasses

PATH OF THE DRAGON

Barbarians are well known for tapping into primal powers, but only a few can tap into one of the most ancient and primeval of them all; the power of dragons.

Most notably, the type of dragon that causes such unyielding rage is that of the chromatic variant. Not all those with chromatic blood in their veins are tended towards such violent and destructive outbursts, but all those that follow this path do indeed share that ancestry. Their chromatic heritage simply manifests itself far stronger than it does for others.

While chromatic dragons are not as renowned for walking among the mortal masses as their metallic cousins are, there have been those who started bloodlines that stretch back millennia. No matter how diluted this bloodline becomes, it can always manifest itself in any of its descendants, and when properly harnessed can become a force of reckoning. Due to their more volatile chromatic blood, those following this path tend toward chaos, as they contain potent destructive power that paces at the edges of the cage, just waiting to be unleashed. This however is not the norm, as there are those who have learned to control their impulses.

The zekyl, an elven subrace who were created through unions between drow and shadow dragons, are all able to tap into this primal path due to the chaotic influences of the shadowfell. Their normally calm and calculated demeanor hides the dragon that lurks beneath, waiting to strike.

DRACONIC FORM

At 3rd level, whenever you enter a rage, you can choose to give in to your draconic fury and manifest aspects of a draconic being; growing natural weapons as claws erupt from your fingertips, fangs sprout from your maw, and you gain a vicious lashing tail (or an existing tail changes and becomes stronger).

If you do, your draconic pride compels you to stow and doff any weapons and shields you are wielding. You can do this as part of the same bonus action you use to enter your rage, and you must do so in order to gain the benefits of your draconic fury. You cannot wield any weapons or shields until you stop raging, and you gain the Natural Weapons and Fury Points features until your rage ends:

NATURAL WEAPONS

You gain the following natural weapons, but you can only use one at a time as part of the Attack action:

Natural Weapon	Damage	Properties
Claws	1d6 slashing	—
Tail	1d8 bludgeoning	Reach
Bite	1d8 piercing	—

FURY POINTS

When you enter a rage, if you gave in to your draconic fury, you can gain fury points to enhance your natural weapons. You can gain fury points in the following ways:

- When you score a critical hit, you gain 1 fury point.
- If you deal damage to a creature, and it is reduced to 0 hit points before your next turn, you gain 1 fury point.
- At the start of your turn, if you took damage since the beginning of your previous turn, you gain 1 fury point.

You can gain a maximum amount of fury points equal to your proficiency bonus, and you lose any remaining fury points when your rage ends. You can use your fury points to enhance your natural weapons in the following ways:

Bite: Once per turn when you hit a creature with your bite, you can spend 2 fury points to regain an amount of hit points equal to twice your Constitution modifier (min. of 2), provided you have less than half your maximum hit points.

Claws: When you take the Attack action on your turn and make an attack with your claws, provided both your hands are free, you can make one additional attack using your claws as part of the same action. While you possess at least 2 fury points, attack rolls you make with your claws will score a critical hit on a roll of 19 or 20.

Tail: Your tail always counts as an equipped weapon, and can be used to make opportunity attacks. Once per turn when you hit a creature with your tail, you can spend 1 fury point to make a contested Strength (Athletics) check against them and knock them prone if you win, but you can only use this on creatures up to one size larger than you.

DRAGON COLOR

Starting at 3rd level, you choose a Dragon Color. The damage type associated with each Dragon Color is used by features of this path. Additionally, you can now speak, read and write Draconic. Whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

DRAGON COLOR

Dragon Color	Damage Type
Black	Acid
Blue	Lightning
Green	Poison
Red	Fire
White	Cold

DRACONIC ASCENSION

At 6th level, your Draconic Form grants you additional draconic aspects. When you enter a rage, if you gave in to your draconic fury, you gain a number of fury points equal to half your proficiency bonus (rounded down), and you gain the following benefits while raging:

Wings: You gain dragon wings which last until your rage ends. Your wings allow you to glide, but aren't strong enough to grant you flight yet. When falling you can use your reaction to slow your descent, as if under the effects of a *feather fall* spell. In addition, for each foot that you fall, you can move one foot horizontally in any direction. While aloft, you count as taking damage for the purpose of maintaining your rage. Your clothes and armor magically change to accommodate these new wings. Starting at 14th level, your Draconic Form's wings are now strong enough to give you flight. While not wearing heavy armor, you gain a flying speed equal to your walking speed.

Resistance: You gain resistance against the damage type of your chosen color on the Dragon Color table while raging. If you already have resistance to this damage type, then all damage you deal ignores resistance to the damage type associated with your chosen Dragon Color.

Vicious weapons: Your natural weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Unleashed Fury

Starting at 10th level, the marks of your draconic heritage no longer entirely fade when you are not raging. You gain scales which permanently grant you your Draconic Form's Resistance benefit.

Additionally, if you gave in to your draconic fury when you entered your rage, you can use a bonus action while raging to spend a number of fury points and breathe out a powerful blast of elemental energy. Creatures within a 15-foot cone must make a Dexterity saving throw. The DC of this saving throw is 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage for each fury point you expended on a failed save, and half as much damage on a successful one. The damage type is the same as the damage type of your chosen Dragon Color.

Similar to the racial breath weapons of half dragons and dragonborn, using this feature counts as attacking a hostile creature for the purpose of maintaining your rage.

Draconic Savagery

Starting at 14th level, you rip and tear your opponents apart, violently and without mercy. Once on each of your turns, when one of your melee attacks reduces an object or creature's hit points to a number less than your Strength score, you instantly reduce it to 0 hit points. Additionally, you suffer none of the drawbacks of old age, you can't be aged magically, and your lifespan extends by 1000 years.

NOTE: This feature relies on knowledge regarding a monster's remaining hit points. Your DM may want to avoid sharing this information at the table, so if you are worried about this feature getting overlooked in combat, we suggest checking in with them at the start of the session to make sure that they are aware of it.

Path of the Totem Warrior, Dragon Totem Spirit

The **dragon** is an optional totem spirit that can be chosen by barbarians who follow the **Path of the Totem Warrior**. Many who choose this option are from tribes that worship dragons, and who hold draconic might in high esteem. Surprisingly, dragons tend to shy away from creating too many half dragons with these primitive humans. Scholars believe that this is because dragons are aware of the pride and arrogance of those who share their blood, and when combined with human ambition and the tribes their lust for war, this could have dire consequences. This is also why many half dragons form communities for survival, despite how fast they reproduce, as they share the pride of their dragon ancestors but not their powerful bodies. Instead, these human tribes create champions known as Totem Guardians. The Totem Guardians are made of the strongest members of the tribe, and are responsible for protecting their tribes and dragon masters. They are chosen either by dragonspeakers, as a result of dream visions, or directly by the dragons themselves.

Seren Tribes (Eberron setting)

The Seren Tribes are the inhabitants of Seren Islands. There are about thirty tribes in all, and each tribe worships a different draconic patron. If their legends are to be believed, the Seren Tribes are the result of ancient covenants with these draconic patrons: usually to defend the lands of Argonnessen from the weak and unworthy.

Totem Spirit

At 3rd level, when you adopt this path, you choose a totem spirit and gain its feature. You must make or acquire a physical totem object, an amulet or similar adornment, that incorporates scales, fur, feathers, claws, teeth, or bones of the creature. At your option, you also gain minor physical attributes that are reminiscent of your totem spirit. For example, if you have a bear totem spirit, you might be unusually hairy and thick-skinned, or if your totem is the eagle, your eyes turn bright yellow.

Dragon. When raging, you deal an extra 1d6 damage to a creature whenever you hit it with a melee attack, the type of which is determined by your totem dragon.

Special: If you have taken a dragon totem feature, choose a dragon from the Dragon Species and Damage Types table (page 87) as your totem dragon. In addition, you can speak, read, and write Draconic.

Tiger (revised). While raging, you can add 10 feet to your long jump distance and 3 feet to your high jump distance, and if you move at least 20 feet in a straight line toward a creature you gain advantage on melee weapon attack rolls against that creature that turn.

Aspect of the Beast

At 6th level, you gain a magical benefit based on the totem spirit of your choice. You can choose the same totem spirit you selected at 3rd level or a different one.

Dragon. You gain resistance to your totem dragon's damage type. If you already have resistance to this type, then you reduce damage of that type by an amount equal to your Constitution modifier (min. of 1) after halving the damage.

Spirit Walker

At 10th level, if you have taken a dragon totem feature, you can seek out dragons with the *commune with nature* spell.

Totemic Attunement

At 14th level, you gain a magical benefit based on a totem spirit of your choice. You can choose the same totem spirit you selected previously or a different one.

Dragon. While you're raging, when you hit a creature with a melee attack you can create a burst of intense energy in a 10-foot-radius sphere around that creature as a bonus action. Each creature other than you in that area takes 3d6 damage of the type associated with your totem dragon.

Optional: Totem Guardian

Totem Guardians are Path of the Totem Warrior barbarians who can only choose the dragon as their totem spirit. If you choose this limitation at 3rd level, you grow retractable claws from the tips of your fingers as natural weapons, which you can use to make unarmed strikes. Extending or retracting the claws requires no action. If you hit with them, you deal slashing damage equal to 1d6 + your Strength modifier, instead of the normal bludgeoning damage for an unarmed strike. In addition, you count as being permanently affected by the *magic fang* cantrip (page 104).

Feats

Natural Weapon Master

Prerequisite: Permanent Claws or Bite Natural Weapon

- Increase your Strength score by 1, to a maximum of 20.
- When you take the Attack action to attack with your claws, provided both your hands are free, you can make one additional attack with your claws as a bonus action.
- If you hit a target with your bite, you can use your bonus action to make a grapple check against it. While grappling a target with your bite this way, your bite has advantage on attack rolls against it.
- The base damage dice of your natural weapons increase by one step (d4 to d6, d6 to d8 etc, maximum of d12).

College of Playful Mockery

Bards of the College of Playful Mockery are playful tricksters who prefer to taunt and mock their foes into submission rather then directly fight them. They are known for speaking uncomfortable truths, in a way that playfully mocks the target of their jokes. This way people can laugh about it and see the truth behind these taunts. They especially revel in targeting social stigmas set up by those that seek to control the way people speak, and through that the way people think. Their jokes cause people to laugh about these stigmas, which lessens their control over them. This ultimately results in a more open and free discussion on how to improve society.

The College of Playful Mockery was set up by an ancient copper dragon, who at first merely sought to teach others his skill at playing tricks on people. However, over time he began to understand the importance of unrestricted humor in mortal society, and how laughter can be used as a tool for the greater good. Even if their jokes walk the fine line between being mean and being playful, calling out the uncomfortable truths in the world has done far more good than harm. As such they will never allow their voice to be silenced or restricted, nor the voices of others.

Truth Sayer

When you join the College of Playful Mockery at 3rd level, your gain proficiency in the Insight skill. If you already have proficiency in this skill, then you can choose a different skill.

All spells that deal psychic damage count as bard spells for you, regardless of class restrictions. If you reduce a creature to 0 hit points through psychic damage, then you can choose to spare and immediately stabilize that creature by complimenting its performance.

In addition, you learn the *vicious mockery* cantrip. If you already know this cantrip, you can choose a different bard cantrip instead. The first time that those affected by this spell deal damage to other creatures, without involving an attack roll, they must roll a die equal to your inspiration die and subtract it from the damage dealt (targets that fail their saving throw against your *vicious mockery* cantrip count as being affected by this spell until the end of their next turn).

Playful Mockery

Starting at 3rd level, when you land a line, you're on a roll; when you cast *vicious mockery*, and the target fails their saving throw, you can expend one use of your Bardic Inspiration to unleash your lyrical genius to...

Aggrandize Yourself: Roll the inspiration die and gain temporary hit points equal to its result + the damage dealt by your *vicious mockery* cantrip.

Double Down: Roll the inspiration die and the target takes additional psychic damage equal to amount rolled, and also has disadvantage on its next saving throw against your *vicious mockery* cantrip within the next minute.

Make it Personal: Roll the inspiration die and subtract the amount rolled from the target's attack rolls whenever it attacks anyone other than you. This effect lasts until the start of your next turn.

You must choose which one of these effects you cause as you expend a use of your Bardic Inspiration this way, but before you roll the inspiration die.

Sick Burns

At 6th level, when you cast a spell that deals psychic damage, you add your Charisma modifier (minimum of 1) to one damage roll of that spell, and it ignores psychic resistance.

Additionally, whenever a creature misses an attack that suffered disadvantage caused by your *vicious mockery* cantrip, you deal a verbally devastating follow up dealing psychic damage equal to your Charisma modifier (minimum of 1), provided it can hear you.

The Voice of the People

Also at 6th level, your ability to communicate transcends barriers of language. You can communicate basic concepts with creatures that don't share a language with you as long as that creature speaks at least one language through intonation, body language, gestures, attitude, and swaggering about.

Using this method you can get information such as how much something should cost, where notable locations are, who the toughest person or thing around is, and which paths or alleyways should be avoided, as well other things your DM might find appropriate for you to be able to learn from them.

Spitting Fire

Starting at 14th level, you can deliver verbal components to spells with blinding speed and precision, and your words get through to even the most thick-skinned of people.

- You can expend a use of your Bardic Inspiration to cast a spell with the cast time of one action as a bonus action, provided the spell has only verbal components.
- When you would deal psychic damage with a spell to creatures who are immune against this damage type, you deal force damage instead. The spell retains all the benefits that would come with dealing psychic damage.
- When you cast a spell that deals psychic damage, you can increase the spell's damage dice by 1 step. For example, d4 to d6, d6 to d8 etc. (maximum of d12).
- You learn the *message* cantrip if you don't already know it, you can cast it as a bonus action, and you only require verbal components to cast this spell.

ARCANA DOMAIN, REVISED

Magic is an energy that suffuses the multiverse and that fuels both destruction and creation. Gods of the Arcana domain know the secrets and potential of magic intimately. For some of these gods, magical knowledge is a great responsibility that comes with a special understanding of the nature of reality. Other gods of Arcana see magic as pure power, to be used as its wielder sees fit. The gods of this domain are often associated with knowledge, as learning and arcane power tend to go hand-in-hand. In the Realms, deities of this domain include Azuth and Mystra, as well as Corellon Larethian of the elven pantheon. In other worlds, this domain includes Hecate, Math Mathonwy, and Isis; the triple moon gods of Solinari, Lunitari, and Nuitari of Krynn; and Boccob, Vecna, and Wee Jas of Greyhawk.

This domain along with the Dragon domain are popular among half gold dragon clerics, as their people are known for both their wisdom as well as their affinity towards arcane magic. Many half gold dragon clerics follow the god Asgorath (also known as Io) who is the leader of the dragon pantheon, and both domains are part of his portfolio.

DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Arcana Domain Spells table. See the Divine Domain class feature for how domain spells work.

ARCANA DOMAIN SPELLS

Cleric Level	Spells
1st	*detect magic, magic missile*
3rd	*magic weapon, nystul's magic aura*
5th	*dispel magic, magic circle*
7th	*arcane eye, leomund's secret chest*
9th	*planar binding, teleportation circle*

ARCANE INITIATE

When you choose this domain at 1st level, you gain proficiency in the Arcana skill, and you learn two cantrips of your choice from the wizard spell list. For you, these cantrips count as cleric cantrips.

You know one 1st-level spell of your choice from the wizard spell list, which becomes a cleric spell for you and which you can choose as one of your prepared spells. You must otherwise obey all the restrictions for selecting the spell. You learn one additional spell from the wizard spell list this way every time you level up, up to 10th level. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level from the wizard spell list. From 10th level on, when you gain a level in this class, you can choose one of these wizard spells you know and replace it with another spell from the wizard spell list. It must be a 5th level or lower spell.

DIVINE RECOVERY

From 1st level, you can regain some of your magical energy by calling upon your deity for guidance. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your cleric level (rounded up), and none of the slots can be 6th level or higher.

For example, if you're a 4th-level cleric, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

CHANNEL DIVINITY: ARCANE ABJURATION

Starting at 2nd level, you can use your Channel Divinity to abjure otherworldly creatures.

As an action, you present your holy symbol, and one celestial, elemental, fey, or fiend of your choice that is within 30 feet of you must make a Wisdom saving throw, provided that the creature can see or hear you. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly end its move in a space within 30 feet of you. It also can't take reactions. For its action, it can only use the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

After you reach 5th level, when a creature fails its saving throw against your Arcane Abjuration feature, the creature is banished for 1 minute (as in the Banishment spell, no concentration required) if it isn't on its plane of origin and its challenge rating is at or below a certain threshold, as shown on the Arcane Banishment table.

ARCANE BANISHMENT

Cleric Level	Banishes Creatures of CR...
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

SPELL BREAKER

Starting at 6th level, when you restore hit points to an ally with a spell of 1st level or higher, you can also end one spell of your choice on that creature. The level of the spell you end must be equal to or lower than the level of the spell slot you use to cast the healing spell. You automatically know which spells (if any) are affecting friendly creatures that you can see, as well as the level of those spells.

In addition, when you restore hit points to an ally with a spell of 1st level or higher, that ally can also immediately make a saving throw against one effect on itself, ending the effect on a success. The DC and saving throw type are determined by the effect (or by your DM).

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

ARCANE MASTERY

At 17th level, you choose four spells from the wizard spell list, one from each of the following levels: 6th, 7th, 8th, and 9th. You add them to your list of domain spells. They are always prepared and count as cleric spells for you.

When you cast a 1st level or higher spell that deals damage, you can add your Wisdom modifier to one damage roll of that spell.

Dragon Domain

Gods of dragons - including Bahamut, Tiamat, Faluzure, Asgorath, and various lesser deities - are few compared to other gods but inspire fear and awe from many. Their followers are mighty dragons or more humanoid servants such as dragonborn, kobolds, half dragons, or others that revere the legendary dragon gods. In particular, Bahamut and Tiamat both have a strong following of non-draconic worshippers. Devotees of the Platinum Dragon, king of metallic dragons, spread their god's ideals of justice, compassion, and goodness. Meanwhile, worshippers of the evil Dragon Queen, mother of chromatic dragons, revel in her greed and need to elevate dragons above all others. Clerics of the dragon gods glorify the power of dragons, while seeking to assist and protect those dragons who are aligned with their dragon god.

Domain Spells

You gain domain spells at the cleric levels listed in the Dragon Domain Spells table. See the Divine Domain class feature for how domain spells work.

Dragon Domain Spells

Cleric Level	Spells
1st	*absorb elements, heroism*
3rd	*dragon's breath, see invisibility*
5th	*fireball, fly*
7th	*elemental bane, stoneskin*
9th	*cone of cold, dominate person*

Bonus Proficiencies

At 1st level, you gain proficiency with martial weapons and heavy armor.

Draconic Blessing

From 1st level, your god bestows you with the blessing of one of its draconic children. You must choose a dragon from the Draconic Blessing table. The damage type and breath weapon associated with each dragon is used by features you gain later.

Draconic Blessing

Dragon	Damage Type	Breath Weapon
Black	Acid	10 by 60 ft. line (Dex. Save)
Blue	Lightning	10 by 60 ft. line (Dex. Save)
Brass	Fire	10 by 60 ft. line (Dex. Save)
Bronze	Lightning	10 by 60 ft. line (Dex. Save)
Celestial	Radiant	30 ft. cone (Con. Save)
Copper	Acid	10 by 60 ft. line (Dex. Save)
Gold	Fire	30 ft. cone (Dex. Save)
Green	Poison	30 ft. cone (Con. Save)
Red	Fire	30 ft. cone (Dex. Save)
Sapphire	Thunder	30 ft. cone (Con. Save)
Silver	Cold	30 ft. cone (Con. Save)
Steel	Acid	10 by 60 ft. line (Dex. Save)
White	Cold	30 ft. cone (Con. Save)

If you choose Bahamut as your deity, then you must choose a metallic dragon (brass, bronze, copper, gold, or silver) for your Draconic Blessing. If you choose Tiamat as your deity, then you must choose a chromatic dragon (black, blue, green, red, or white) for your Draconic Blessing. If you choose Asgorath (or another dragon god) as your deity, then you can choose any dragon for your Draconic Blessing. Steel dragons are a type of metallic dragon, sapphire dragons are a type of gem dragon, and celestial dragons are their own subspecies of dragon. For game purposes, steel and sapphire dragons count as metallic dragons, and celestial dragons count as chromatic dragons.

When you deal damage of the type associated with your Draconic Blessing to other creatures you can see, you can choose a number of them equal to your proficiency bonus. The chosen creatures automatically succeed on their saving throws against it (if any) and take no damage from it.

Additionally, when you deal damage with a domain spell, you can change the damage type to the one associated with your chosen Draconic Blessing.

You can read, write, and speak Draconic. Whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

NOTE: When playing as a half gold dragon, and your Reserved Companion trait causes fire damage you deal to become radiant damage against fiends and undead creatures instead, then this radiant damage retains all the benefits that would come with dealing fire damage.

Channel Divinity: Dragon's Wrath

Starting at 2nd level, as an action, you can use your Channel Divinity to unleash a devastating exhalation of energy; your breath weapon. Your Draconic Blessing determines the size, shape, and damage type of your breath weapon.

When you use this breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your Draconic Blessing. A creature takes 3d8 + your cleric level damage on a failed save, and half as much damage on a successful one.

Legendary Protection

At 6th level, your deity rewards you with the fabled protection of their draconic children, granting you the following benefits:

- You gain resistance to the damage type associated with your Draconic Blessing. If you already have resistance to this damage type from another source, then you can instead reduce damage of that type by an amount equal to your Wisdom modifier (minimum of 1) after halving the damage.
- While wearing heavy armor, you gain a +1 bonus to your AC. You also gain this bonus while wearing scale mail made out of dragon scales.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage of the type associated with your Draconic Blessing to the target. When you reach 14th level, the extra damage increases to 2d8.

Shock and Awe

At 17th level, as an action, you can unleash a true dragon's roar that terrifies your enemies and inspires your allies. Choose any creatures that are within 30 feet of you. If the creature can see and hear you, it must succeed on a Wisdom saving throw against your spell save DC. On a failed save, the creature becomes frightened of you for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, then the creature becomes immune to your Shock and Awe for the next 24 hours. In addition, creatures of your choice within 30 feet of you gain advantage on the next attack roll they make within the next minute, provided they can hear you.

When you use your Dragon's Wrath Channel Divinity feature, you can use your bonus action to exude a terrifying presence, which causes all the above effects. The difference is that foes and allies (only) need to see you. A creature that becomes immune against your true dragon's roar or terrifying presence from this feature becomes immune against both effects for 24 hours.

Scalykind Domain

Commonly known as Lizard Priests, these clerics are exclusively lizardfolk, but unlike most lizardfolk venerate their ancestors and follow a code of honor. Lizardfolk are generally regarded as a pragmatic people, the exception to this however are the more civilized variants of the Sharptooth lizardfolk. These Sharptooth lizardfolk adorn themselves with feathers as a sign of respect to their ancestors, whom they refer to as dragons. In some cases their ancestors answer back, and share their divine power with a select few of their descendants.

Lizard Priests do not worship a god in the traditional sense, like other clerics do, but instead worship the collective of all the ancestors who came before them. Some more primal and powerful than others. They answer their prayers, and function like any other god would. Granting them their strength, and sometimes even the form of one of their mighty "dragon" ancestors. Their holy symbol references their ancestors, and it's appearance is varied and depends on the lizardfolk's tribe. Their ancestors forbid them from summoning undead creatures, except when summoning one of their forebears.

They refer in their traditional tongue to their ancestors as dragons, but after adventuring they often find that the term ancestors is more appropriate, as the other races tend to make strong distinguishes between true dragons and what they call "dinosaurs".

Restriction: Lizardfolk only

Only lizardfolk can choose this divine domain, though your DM can lift this restriction to better suit the campaign.

Domain Spells

You gain domain spells at the cleric levels listed in the Scalykind Domain Spells table. See the Divine Domain class feature for how domain spells work.

Scalykind Domain Spells

Cleric Level	Spells
1st	*cure wounds, divine favor*
3rd	*blur, enlarge/reduce*
5th	*fear, haste*
7th	*dominate beast, freedom of movement*
9th	*commune with nature, hold monster*

Swordclaw

At 1st level, you harvest the teeth of predatory beasts during your adventures, especially of your distant scaled kin, and you carry a number of such teeth for use in ritual magic.

As a bonus action, you can imbue one or two of these "dragon teeth" with your magic, and cause them to transform into razor-sharp swordclaw sickles. These sickles are magical weapons and deal 1d8 slashing damage instead of the standard damage for a sickle. After ten minutes, they turn back into dragon teeth. You can use this feature to transform a number of teeth equal to your Wisdom modifier, and you regain all expended uses when you finish a short or long rest.

Creatures that make an attack roll with this sickle can roll a d4 and add the number rolled to the attack roll.

Swordclaw sickles that you wield yourself gain the magical attributes of one magic melee weapon that you are attuned to. You decide which weapon after finishing a short or long rest. These sickles count as a spellcasting focus for you.

You can only have up to two swordclaw sickles created at the same time. When you create an additional one, you must choose which existing swordclaw sickle disappears.

Primeval Fury

At 1st level, you learn the *magic fang* cantrip (page 104), and you count as being permanently affected by this cantrip. For you, this cantrip counts as a cleric cantrip.

When you engage in two-weapon fighting, you can treat your main and off-hand claws as light melee weapons you are holding. You can only use your claws to engage in two-weapon fighting this way while you are in your original form. These natural weapons deal 1d6 slashing damage.

Starting at 5th level, when you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack (if you do not already do so).

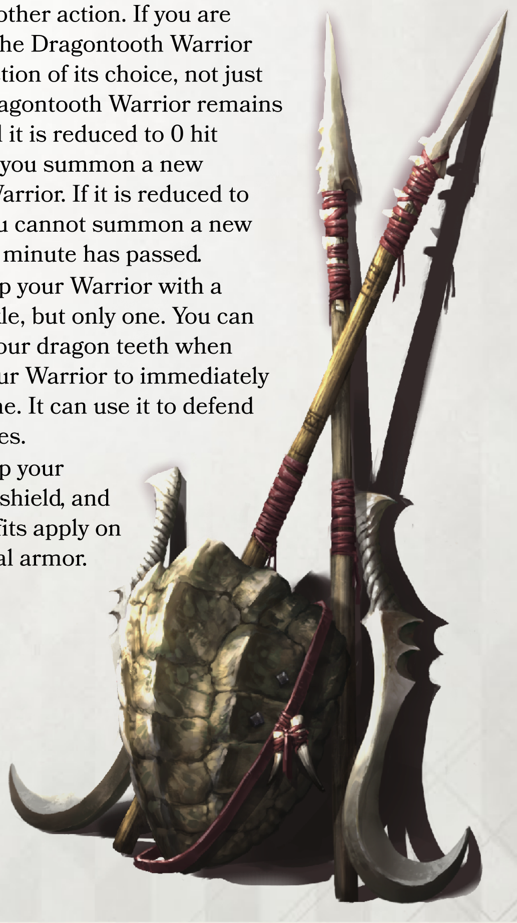
Starting at 11th level, when you engage in two-weapon fighting, you can make one additional attack.

Channel Divinity: Dragontooth Warrior

Starting at 2nd level, as an action you can use your Channel Divinity to create a physical body for your forebears. Doing so allows you to summon a Dragontooth Warrior, a sacred skeleton lizardfolk, into an unoccupied space within 30 feet of you. The Dragontooth Warrior is friendly to you and your companions, understands you, and obeys your commands. See its game statistics in the Dragontooth Warrior stat block, which uses your proficiency bonus (PB) in several places. In combat, the Dragontooth Warrior acts after your turn. It can move and use its reaction on its own, but the only action it takes is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the Dragontooth Warrior can take any action of its choice, not just Dodge. The Dragontooth Warrior remains for 1 hour, until it is reduced to 0 hit points, or until you summon a new Dragontooth Warrior. If it is reduced to 0 hit points, you cannot summon a new Warrior until 1 minute has passed.

You can equip your Warrior with a swordclaw sickle, but only one. You can imbue one of your dragon teeth when summoning your Warrior to immediately equip it with one. It can use it to defend you or your allies.

You can equip your Warrior with a shield, and a shield's benefits apply on top of its natural armor.



DRAGONTOOTH WARRIOR

Medium undead, neutral

Armor Class 11 + PB (natural armor)
Hit Points five times your cleric level
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	12 (+1)	15 (+2)	11 (+0)

Saving Throws Str +2 plus PB, Con +2 plus PB, Wis +2 plus PB
Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 Ft., passive Perception 10 plus PB
Languages understands the languages you know but can't speak

Defender. While the Dragontooth Warrior is wielding a swordclaw sickle, when another creature within 5 feet of it is targeted by an attack, it can use its reaction to impose disadvantage on the attack roll.

Actions (Requires your Bonus Action)

Bite. *Melee Weapon Attack:* +2 plus PB to hit, reach 5 ft., one target. *Hit:* 1d6 plus PB piercing damage.

Swordclaw Sickle (requires equipped Swordclaw sickle). *Melee Weapon Attack:* +2 +1d4 plus PB to hit, reach 5 ft., one target. *Hit:* 1d8 plus PB slashing damage.

DRAGON TOOTH MASTERY

At 6th level, you have achieved mastery in creating dragon teeth as well as in communing with your ancestor spirits to grant them the vigor they had in life. When you create a Dragontooth Warrior, it gains the following benefits:

- When you use your bonus action to make a melee weapon attack, you can command your Dragontooth Warrior to make a single attack with one of its weapons instead of taking the Dodge action.
- While wielding a swordclaw sickle, your Dragontooth Warrior can use its reaction or yours to protect another creature with its Defender trait, provided your Dragontooth Warrior is within your line of sight.

In addition, while wielding a swordclaw sickle in both your main and off-hand, attack rolls you make with your swordclaw sickles will score a critical hit on a roll of 19 or 20.

DIVINE STRIKE

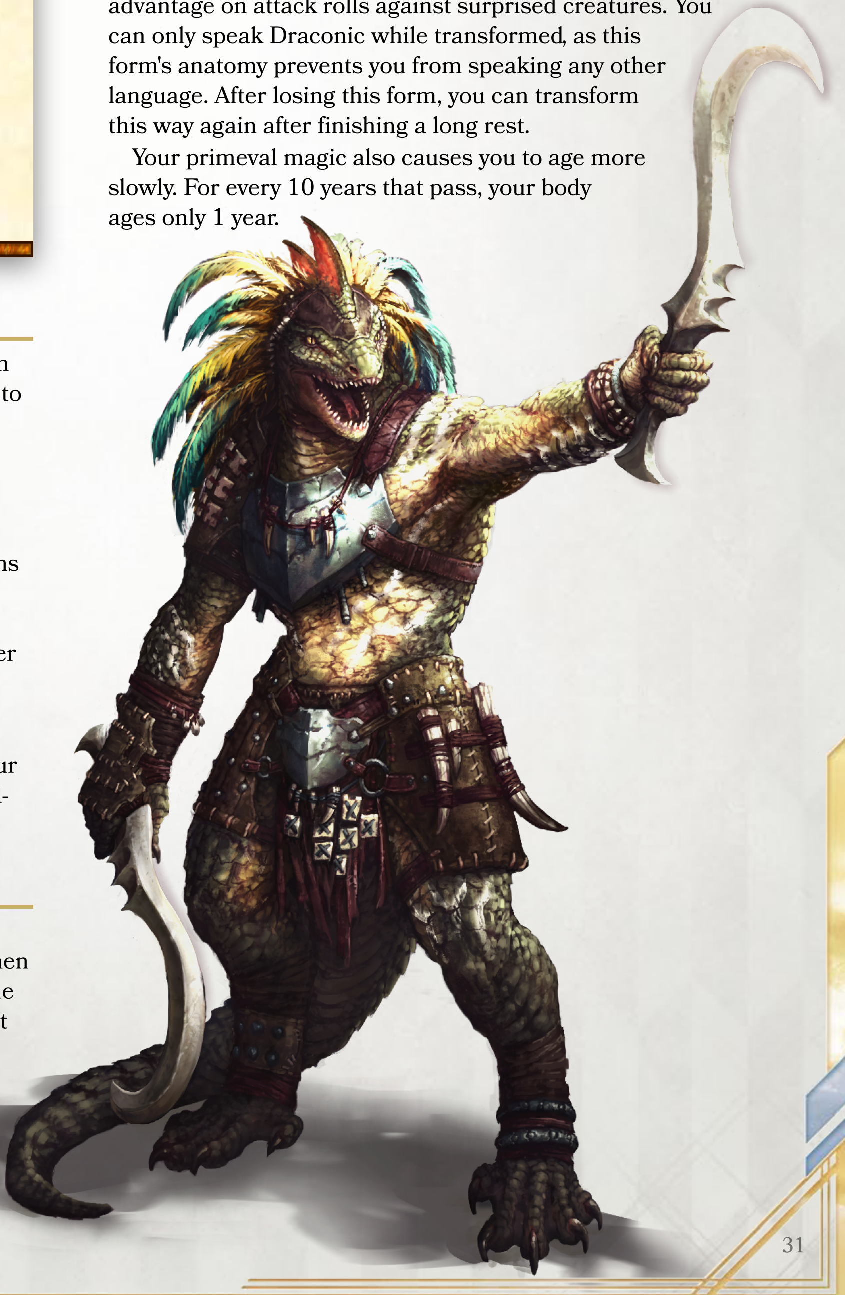
At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage of the same type dealt by the weapon to the target. When you reach 14th level, the extra damage increases to 2d8.

LIZARD KING

Starting at 17th level, you finally achieve the long awaited transformation you were promised, taking the form of one of your mighty ancestors. The "dragon" form is a little different from what you imagined, but no less deadly.

As a bonus action, you can transform into a dinosaur with the statistics of a spinosaurus (page 36). Your game statistics, except your mental ability scores, are replaced by the statistics of the spinosaurus. You retain your alignment and personality. You assume the hit points of your new form. You can revert to your normal form as a bonus action, and you automatically revert to your normal form if your hit points are reduced to 0. When you revert to your normal form, you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. You aren't knocked unconscious as long as the excess damage doesn't reduce your normal form to 0 hit points. While in your dinosaur form, you can't wield weapons, nor can you use your Channel Divinity feature, but you can issue commands. You can't cast spells while in this form, but you can maintain concentration on existing spells. This form grants you superior camouflage; while you are at least lightly obscured by natural phenomena (such as foliage or mist), you can take the Hide action as a bonus action, and you have advantage on Dexterity (Stealth) checks. You have advantage on attack rolls against surprised creatures. You can only speak Draconic while transformed, as this form's anatomy prevents you from speaking any other language. After losing this form, you can transform this way again after finishing a long rest.

Your primeval magic also causes you to age more slowly. For every 10 years that pass, your body ages only 1 year.



Water Domain

Water is essential to creation, but it is also an untamed, destructive force. Gods of nature, tempests, spirituality and healing include water in their portfolios, blessing their followers with the abilities to connect with this primal source of life. Clerics of the Water Domain seek to harmonize with their environments, sometimes far away from civilization, but most find a deep compassion in their souls, often taking care of the unfortunate and providing shelter and guidance. However, like the tides, these clerics can turn into unforgiving figures, proving themselves to be both zealous champions as well as kind protectors of their cause.

This especially holds true for half bronze dragon clerics, among whom this domain is very popular. Like the tides, they can easily turn from compassionate defenders to unforgiving crusaders who relentlessly destroy evildoers.

Domain Spells

You gain domain spells at the cleric levels listed in the Water Domain Spells table. See the Divine Domain class feature for how domain spells work.

Water Domain Spells

Cleric Level	Spells
1st	*create or destroy water, fog cloud*
3rd	*lesser restoration, misty step*
5th	*tidal wave, water breathing*
7th	*control water, ice storm*
9th	*cone of cold, maelstrom*

Variant Half Bronze Dragon: Some half bronze dragons are blessed by the seas, and are born with innate wisdom. These half bronze dragons can exchange their +1 Constitution and +1 Charisma ability score increases with a +2 Wisdom score increase instead. If they are a cleric, they can always choose the Water Domain, provided their god's portfolio doesn't conflict with it. Asgorath, god of creation, could have this domain.

Acolyte of Water

When you choose this domain at 1st level, you learn the *frostbite* and *shape water* cantrips. For you, these cantrips count as cleric cantrips. You also gain proficiency with the trident (see the variant trident, page 74), and with one of the following skills of your choice: Athletics, Nature or Survival.

Gift of the Seas

Also at 1st level, you gain a swim speed of 30 feet, and you can breathe air and water. If you already have a swim speed, then that swim speed is increased by 20 feet instead.

As an action, you can touch a creature and grant them these same benefits. They retain these benefits for 1 hour. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Channel Divinity: Turning Tides

At 2nd level, you can use your Channel Divinity to manifest both the healing capabilities of water as well as its unyielding wrath, to aid your allies or smite your foes.

As an action, you conjure orbs of water that hover around you, not occupying any space. The number of orbs is equal to your Wisdom modifier (minimum of 1), and they disappear after 1 minute or immediately after they come into contact with a creature after you've directed them.

As a bonus action, you can direct one of these orbs to move up to 60 feet in any direction. If an orb encounters a hostile creature, that creature must succeed on a Dexterity saving throw or take cold damage equal to 1d6 + your cleric level and have its speed halved until the start of your next turn. If an orb encounters a friendly creature, that creature regains hit points equal to 1d6 + your cleric level.

If you move an orb and it has not come into contact with a creature, that orb will remain in the space it stops in, and will cause the above effects if a creature touches it. You can not touch that orb yourself afterwards, as it moves through you, so it will neither disappear nor restore your hit points.

If a hostile creature within 5 feet of you fails its saving throw against one of your orbs, then you regain hit points equal to 1d6 + half your cleric level (rounded down).

Purifying Water

At 6th level, you can channel the strength of the seas into yourself and others. As a reaction when you or an ally that you can see within 60 feet of you fails a saving throw against a spell or magical effect, you can cause them to immediately reroll that saving throw. If that creature now succeeds that saving throw after rerolling it with this feature, they regain hit points equal to 1d6 + your cleric level. You decide if the creature regains these hit points before or after taking the spell or effect's damage (if any).

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Blessed Strike

At 8th level, when a creature takes damage from one of your cantrips or weapon attacks, you can also deal 1d8 cold damage to that creature. Once you deal this damage, you can't use this feature again until the start of your next turn. At 14th level, provided the creature takes damage from one of your weapon attacks, this damage increases to 2d8.

Eternal Waves

At 17th level, your healing is imbued with the persistence of the waves. When you restore hit points to a creature, that creature gains advantage on the next attack roll, ability check, or saving throw it makes within the next minute.

Variant Sea Elf: Some sea elves are blessed with divine foresight, and are known as Oracles. Sea elves that choose this variant can exchange their +2 Dexterity ability score increase with a +2 Wisdom score increase instead. If they do, they also exchange their Friend of the Sea trait with the Oracle trait:

Oracle. You know the *guidance* cantrip. When you reach 3rd level, you can cast the *augury* spell once with this trait, and you regain the ability to do so when you finish a long rest. At 7th level, you can cast the *divination* spell once with this trait as a ritual, to ask a question to your deity or a different source, and you regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for these spells.

CIRCLE OF THE DRAGON

Druids of the Circle of the Dragon devote themselves to the natural balance of all dragons, good and evil, as dragons are an integral part of the world. Some join this circle to obtain draconic power, while others worship dragon gods of balance like Asgorath and seek to gain a divine ascension. Regardless, these druids carry with them a flaming passion, and they are known for their extraordinary pride.

EMISSARY OF THE DRAGONS

At 2nd level you have learned to speak, read and write Draconic. Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check. While you can see a dragon, or you are in your Wild Shape, you have advantage on saving throws against being charmed or frightened.

CIRCLE FORMS

The rites of your circle grant you the ability to transform into the most feared creatures in all the realms. Starting at 2nd level, you can use your Wild Shape to transform into a dragon with a challenge rating as high as 1, ignoring the max CR column of the Beast Shapes table. This includes dragons you have not seen before. Additionally, you can transform into a dragon that has movement speeds from the Limitations column of the Beast Shapes table, but you cannot use those movement speeds until you've reached the appropriate druid levels shown on the table. You lose your burrow speed and Change Shape action (if any).

Starting at 6th level, you can transform into a dragon with a challenge rating as high as your druid level divided by 3, rounded down (a silver dragon wyrmling counts as a dragon with a challenge rating of 3 for this feature).

FRIGHTFUL TRANSFORMATION

Starting at 6th level, when you use your Wild Shape, each creature of your choice within 30 feet of you must make a Wisdom saving throw against your druid spell save DC or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, then it becomes immune to your Frightful Transformation for the next 24 hours.

In addition, while in your Wild Shape, you can replace the DC of your breath weapon with your druid spell save DC, provided the breath weapon only deals damage.

WILD DRACONIC FORM

At 10th level, you can expend two uses of Wild Shape at the same time to change into a druidic dragon. When you do so, choose a damage type from the Elemental Essence table.

While you remain motionless as a druidic dragon, you do not age, and any temporary effects on you (such as your Wild Shape) do not further expire. While motionless, you must use this feature again after finishing a rest to remain in this form. This form doesn't require food nor water.

ELEMENTAL ESSENCE

Damage Type	Breath Weapon
Acid	10 by 90 ft. line (Dex. save)
Cold	60 ft. cone (Con. save)
Fire	60 ft. cone (Dex. save)
Lightning	10 by 90 ft. line (Dex. save)
Poison	60 ft. cone (Con. save)
Thunder	60 ft. cone (Con. save)

DRUIDIC DRAGON

Huge elemental, unaligned

Armor Class 17 (natural armor)
Hit Points equal to eight times your druid level
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	12 (+1)	20 (+5)	17 (+3)

Saving Throws Str +8, Con +7, Int +4, Wis +8
Skills Perception +8, Stealth +3
Damage Immunities acid, cold, fire, lightning, poison, or thunder (determined by your chosen elemental essence damage type)
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 18
Languages Common, Draconic, Primordial
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Amphibious. The druidic dragon can breathe air and water.

Environmental Camouflage. While the druidic dragon remains motionless with its limbs and appendages tucked close to its body, it resembles a natural formation. A creature within 30 feet of it can discern its true nature with a successful Intelligence (Nature) check against your druid spell save DC.

Empowered Attacks. The druidic dragon's attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Siege Monster. The druidic dragon deals double damage to objects and structures.

Actions

Multiattack. The druidic dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Breath Weapon (Recharge 5-6). The druidic dragon exhales destructive energy. Each creature in the area of exhalation must make a saving throw, the type of which is determined by your chosen elemental essence damage type, against your druid spell save DC. A creature takes 35 (10d6) damage of your chosen elemental essence damage type on a failed save, or half as much damage on a successful one.

Reactions

Frightful Reveal. When a creature that is unaware of the druidic dragon's presence is within 30 feet of it, the druidic dragon can use its reaction to frightfully reveal itself in its true nature. Each creature of its choice within 30 feet of it must make a Wisdom saving throw against your druid spell save DC or become frightened for 1 minute.

DRUIDIC DRAGON WINGS

At 14th level, you gain the ability to sprout a pair of druidic dragon wings from your back, granting you a flying speed equal to your walking speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn. Your clothes and armor are magically changed to accommodate them.

In addition, those who fail their saving throws against your Frightful Transformation feature or your druidic dragon's Frightful Reveal ability also become paralyzed until the end of your next turn, as they are gripped by fear.

> **Variant Half Green Dragon:** Some half green dragons are more in touch with the natural world, and can exchange their +1 Intelligence and +1 Charisma ability score increases with a +2 Wisdom score increase instead. Their Gifted Trickster trait uses Wisdom as the spellcasting ability for the trait's *disguise self* spell.

This subclass is a variant of the original by PosTavern.

DRAGONS BY CHALLENGE RATING (UP TO CR 6)

Challenge Rating	Dragon(s)
1	Brass Dragon Wyrmling, Copper Dragon Wyrmling, Faerie Dragon (Younger), Steel Dragon Wyrmling
2	Black Dragon Wyrmling, Bronze Dragon Wyrmling, Black Guard Drake, Blue Guard Drake, Bronze Dragon Wyrmling, Faerie Dragon (Older), Green Dragon Wyrmling, Green Guard Drake, Red Guard Drake, White Dragon Wyrmling, White Guard Drake
3	Blue Dragon Wyrmling, Celestial Dragon Wyrmling, Gold Dragon Wyrmling, Sapphire Dragon Wyrmling, Silver Dragon Wyrmling (for game purposes it has a CR of 3 instead of 2)
4	Red Dragon Wyrmling
5	Green Shadow Dragon Wyrmling (*Monster Manual* page 84 and 95)
6	Wyvern, Young Brass Dragon, Young Steel Dragon, Young White Dragon

Circle of Savagery

While the more civilized Sharptooth lizardfolk are famous for venerating their ancestors, most lizardfolk tribes are more pragmatic and don't see the practical advantage of such a tradition. However, these tribes do possess many powerful druidic spellcasters, many of whom are part of a secretive druidic circle; the Circle of Savagery. These lizardfolk druids carry within their blood, whether by heritage or ceremony, the memories of the ancient "terrible lizards", the dinosaurs. Through this they are able to summon the spirits of these terrifying creatures, or transform into one outright.

These summoned allies of nature look just like their ancient selves, and can also bleed and suffer pain. However, once it dies, or the druid loses its concentration, it vanishes.

Unlike the more civilized Sharptooth tribes, they don't gain their divine powers through the veneration of their "dragon" ancestors, nor are they able to take their form. Instead, they use their druidic powers to draw upon the memories of their ancestors to summon and transform into prehistoric beasts.

Restriction: Lizardfolk Only

Only lizardfolk can choose this druid circle, though your DM can lift this restriction to better suit the campaign. These pragmatic lizardfolk druids are able to summon and turn into the powerful beasts whom their ancestors lived among, and lizardfolk tribes guard the secrets of this art with their lives.

Ancient Wild Forms

At 2nd level, you can use your Wild Shape to take the form of any reptilian beast or dinosaur with a CR as high as 1. You ignore the max CR column of the Beast Shapes table, but must abide by all other limitations.

Dinosaur forms can be found on page 79 of the *Monster Manual* and on page 139 of *Volo's Guide to Monsters*. You do not need to have seen the dinosaurs before in order to Wild Shape into them, as their memory flows in your veins.

However, the ability to Wild Shape into these powerful forms is not without cost. Your ability to Wild Shape is now restricted to dinosaurs and their descendants; birds and reptiles. Examples of avian and reptilian beasts from the *Monster Manual* include crocodiles, snakes and vultures.

Starting at 6th level, you can transform into a dinosaur with a challenge rating as high as your Druid level divided by 3, rounded down.

Summon Nature's Ally

At 2nd level, as an action, you can use a spell slot to conjure a dinosaur with a CR equal to the level of the spell slot used minus 1 (minimum of 1/2) or lower. It appears in an unoccupied space within 60 feet of you. In combat, the dinosaur acts after your turn. It can move and use its reaction on its own, but the only action it takes is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If one of its special traits would require a bonus action, it can use its own. You must maintain concentration on this, as if you were concentrating on a spell, or the creature disappears. You can use this feature while in your Wild Shape form if you have shifted into a dinosaur. Your summoned Nature's Ally remains until you lose concentration, until its hit points are reduced to 0, or until you finish a short or long rest. After you summon your Nature's Ally, you cannot summon a Nature's Ally again until you finish a short or long rest.

Your Nature's Ally is friendly to you and your companions, understands you, and obeys your commands.

Primal Strikes

At 6th level, your natural weapons and those of your Nature's Ally count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Dreadful Wild Shape

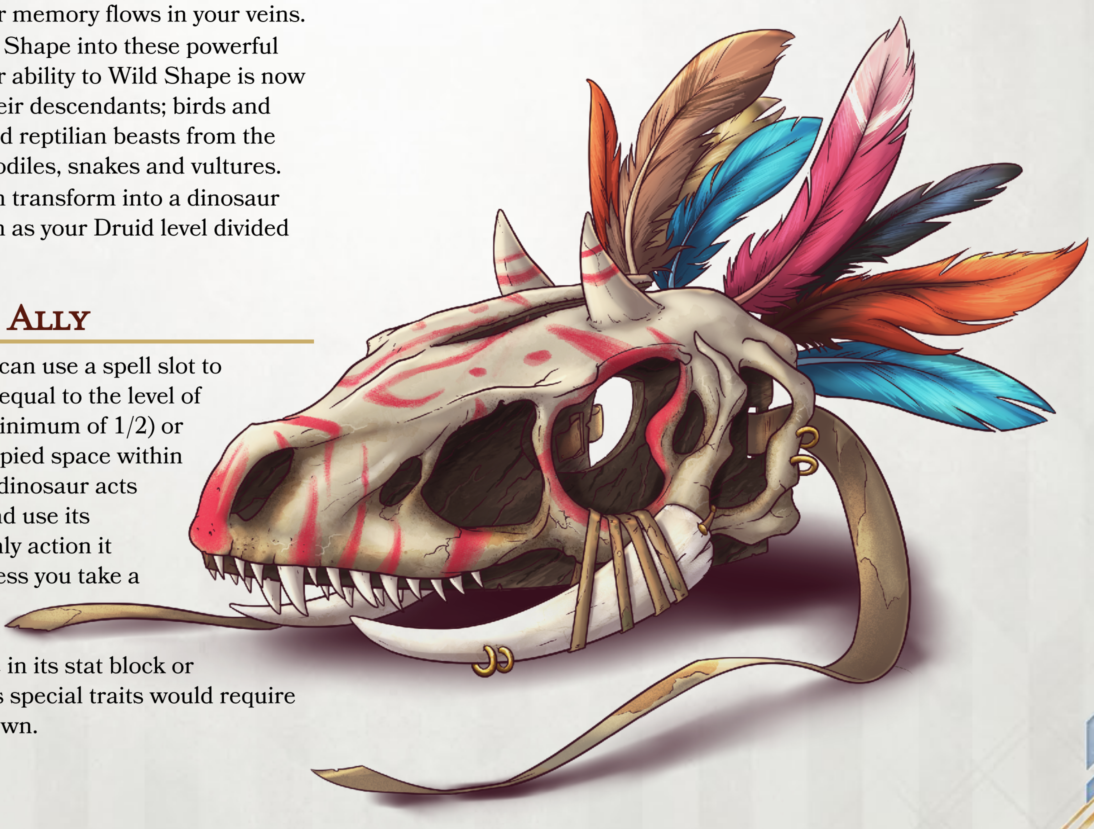
Beginning at 10th level, you can expend two uses of your Wild Shape at once to transform into a dinosaur with a CR equal to your Druid level divided by 2, rounded down.

You have advantage on Constitution saving throws that you make to maintain your concentration on your Nature's Ally.

Adaptation

Starting at 14th level, your body is permanently enhanced by the ancient creatures whose power you draw upon. Both you and your Nature's Ally gain the following benefits:

- You gain darkvision with a range of 60 feet.
- You gain a climbing and swimming speed equal to your walking speed, and you can hold your breath for 1 hour.
- You gain advantage on Wisdom (Perception) checks that rely on smell.
- Your speed increases by an additional 10 feet.



ADDITIONAL DINOSAURS

These dinosaurs are in addition to the ones found on page 79 of the *Monster Manual* and on page 139 of *Volo's Guide to Monsters*, and most can also be chosen by Circle of Savagery druids, provided they have the required level.

ALBERTOSAURUS

Large beast, unaligned

Armor Class 13 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +5
Senses passive Perception 15
Challenge 7 (2900 XP) **Proficiency Bonus** +3

Actions

Multiattack. The albertosaurus makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 26 (4d10 + 5) piercing damage, and if the target is a Medium or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the albertosaurus can't bite another target.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage.

DIPLODOCUS

Gargantuan beast, unaligned

Armor Class 15 (natural armor)
Hit Points 162 (12d20 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	17 (+3)	2 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11
Challenge 7 (2900 XP) **Proficiency Bonus** +3

Actions

Stomp. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 39 (8d8 + 7) bludgeoning damage. Target must make a DC 17 Strength save or be knocked prone.

Tail. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 47 (10d8 + 7) bludgeoning damage.

DILOPHOSAURUS

Small beast, unaligned

Armor Class 13 (natural armor)
Hit Points 19 (3d6 + 6)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	4 (-3)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +6
Senses passive Perception 13
Challenge 1 (200 XP) **Proficiency Bonus** +2

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d4 + 3 piercing damage, and the target must make a DC 12 Constitution saving throw, taking 3d6 poison damage on a failed safe, and half as much damage on a successful one.

Poison Spray (Recharge 6). The dilophosaurus spits poison in a 30 feet long line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 3d6 poison damage on a failed save, and half as much damage on a successful one. Those that fail this saving throw are also blinded until the end of their next turn.

SPINOSAURUS

Huge beast, unaligned

Armor Class 13 (natural armor)
Hit Points 114 (12d12 + 36)
Speed 50 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	17 (+3)	2 (-4)	12 (+1)	9 (-1)

Skills Perception +4, Stealth +4
Senses passive Perception 14
Challenge 8 (3900 XP) **Proficiency Bonus** +3

Hold Breath. The spinosaurus can hold its breath for up to 1 hour.

Actions

Multiattack. The spinosaurus makes two attacks with its claws. If both attacks hit the same target, the spinosaurus can make a bite attack against it.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 7) piercing damage, and if the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the spinosaurus can't bite another target.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) slashing damage.

STYRACOSAURUS

Large beast, unaligned

Armor Class 15 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	18 (+4)	2 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11
Challenge 6 (2300 XP) **Proficiency Bonus** +3

Herd Tactics. The styracosaurus has advantage on an attack roll against a creature if at least one of its allies is within 5 feet of the creature and the ally isn't incapacitated. When it has advantage on an attack roll, it can forgo the advantage to make an additional attack with the same natural weapon.

Trampling Charge. If the styracosaurus moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the styracosaurus can make one stomp attack against it as a bonus action

Actions

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage.

Stomp. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one prone target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

VELOCIRAPTOR, DIRE

Small beast, unaligned

Armor Class 13 (natural armor)
Hit Points 18 (4d6 + 4)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	4 (-3)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +5
Senses passive Perception 13
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Pack Tactics. The velociraptor has advantage on an attack roll against a creature if at least one of its allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The velociraptor makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d6 + 2 piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d6 + 2 slashing damage.

DIRE SPINOSAURUS

These gargantuan beasts are bred by the more civilized lizardfolk tribes as beasts of war. These tribes will use triceratops as shock cavalry, but it's the dire spinosaurus who ultimately break their foes, and tear down their cities. These war beasts are sought after by other lizardfolk tribes, and reared ones are sold for a hefty price. An adult dire spinosaurus is 70 feet long and weighs 35,000 pounds or more. These land and riverine predators are capable of carrying a platoon of lizardfolk long distances on raids. Often called river king or river dragon, they are worshiped by bullywugs and other primitive humanoids. Riding a dire spinosaurus requires an exotic saddle, riding platform, or howdah. These must be specially modified for its spines. It usually walks on all fours, but can walk more upright to attack with its lethal claws. Their eggs are worth as much as 2,000 gp a piece; live young are worth twice that. Rearing one requires patience, and a skilled lizardfolk handler.

SPINOSAURUS, DIRE

Gargantuan beast, unaligned

Armor Class 15 (natural armor)
Hit Points 231 (14d20 + 84)
Speed 60 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	22 (+6)	3 (-4)	12 (+1)	9 (-1)

Skills Perception +6
Senses passive Perception 16
Challenge 12 (8400 XP) **Proficiency Bonus** +5

Hold Breath. The spinosaurus can hold its breath for up to 1 hour.

Frightful Presence. Each creature of the spinosaurus' choice that is within 120 feet of the spinosaurus and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A frightened creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the spinosaurus' Frightful Presence for the next 24 hours.

Siege Attacker. The spinosaurus deals double damage to objects and structures.

Tamed. The spinosaurus will never willingly attack any lizardfolk. If forced or magically compelled to do so, it has disadvantage on its attack rolls. Up to sixteen Medium or four Large creatures can ride the spinosaurus.

Actions

Multiattack. The spinosaurus makes two attacks with its claws, and one with its bite. If both claws hit the same target, it can make an additional bite attack against it.

Bite. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 34 (4d12 + 8) piercing damage, and if the target is a Huge or smaller creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the spinosaurus can't bite another target.

Claw. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 30 (4d10 + 8) slashing damage.

PURPLE DRAGON KNIGHT, REVISED

Purple Dragon Knights are warriors of the Order of the Purple Dragons. Pledged to protect the crown, they take the fight against evil beyond the kingdom's borders. They are tasked with wandering the land as knights errant, relying on their judgment, bravery, and fidelity to guide them in defeating evildoers. Their name comes from Thauglor, an ancient black dragon whose scales faded from ebony to violet as it matured.

Purple Dragon Knights inspires greatness in others by committing brave deeds in battle, and guide their allies to glory with their battlefield experience. The mere presence of a knight in a hamlet is enough to cause some orcs and bandits to seek easier prey. A lone knight is a skilled warrior, but a knight leading a band of allies can transform even the most poorly equipped militia into a ferocious warband. As a knight spearheads an attack, the knight's actions and commands can awaken reserves of courage and conviction in allies that they never suspected they had.

RESTRICTION: KNIGHTHOOD

Purple Dragon Knights are tied to a specific order of Cormyrean knighthood. This restriction exists for the Forgotten Realms. It might not apply to your DM's setting or their version of the Realms. Your DM can lift this restriction, and rename this subclass to **Banneret**.

BATTLEFIELD COMMANDER

When you choose this archetype at 3rd level, you learn how to command your allies on the battlefield, allowing them to move in coordination with your words. You can use a bonus action to give an order to another creature within 60 feet of you that can hear you, though it must use its reaction to gain the order's benefit.

- **Push the Advantage:** The creature makes one weapon attack. It ignores disadvantage on this attack roll.
- **Tactical Retreat:** The creature moves up to its speed. This movement doesn't provoke opportunity attacks.
- **Utmost Caution:** The creature gains the benefit of the Dodge action until the start of your next turn.

You can use this feature three times, and you regain all expended uses when you finish a short or long rest.

ROYAL ENVOY

A Purple Dragon Knight serves as an envoy of the Cormyrean crown. Knights of high standing are expected to conduct themselves with grace. At 3rd level, whenever you make a Charisma check, you gain a bonus to the check equal to your Wisdom modifier (minimum of 1).

In addition, you gain proficiency in one of the following skills of your choice: Animal Handling, Insight, Intimidation, Performance or Persuasion.

RALLYING CRY

When you reach 7th level, you learn how to inspire your allies to fight on past their injuries.

As a bonus action, you can cause up to three creatures of your choice within 60 feet of you to regain hit points equal to 1d6 + your fighter level, provided that the creatures can see or hear you. You can also choose yourself with this feature. Once you use this feature, you can't use it again until you finish a short or long rest.

ROUSING COMMANDS

By the time you reach 10th level, the directives you give your allies stir them to greater action. When you use your Battlefield Commander feature, the creature you command gains an additional benefit, depending on which course of action you order it to take.

- **Push the Advantage:** It gains advantage on the attack roll, provided the attack roll doesn't have disadvantage, and it adds your proficiency bonus to the damage roll.
- **Tactical Retreat:** It ignores any reduction to its speed, and it is immune to the frightened, grappled, and restrained conditions until the start of your next turn.
- **Utmost Caution:** It has advantage on all saving throws, instead of just Dexterity.

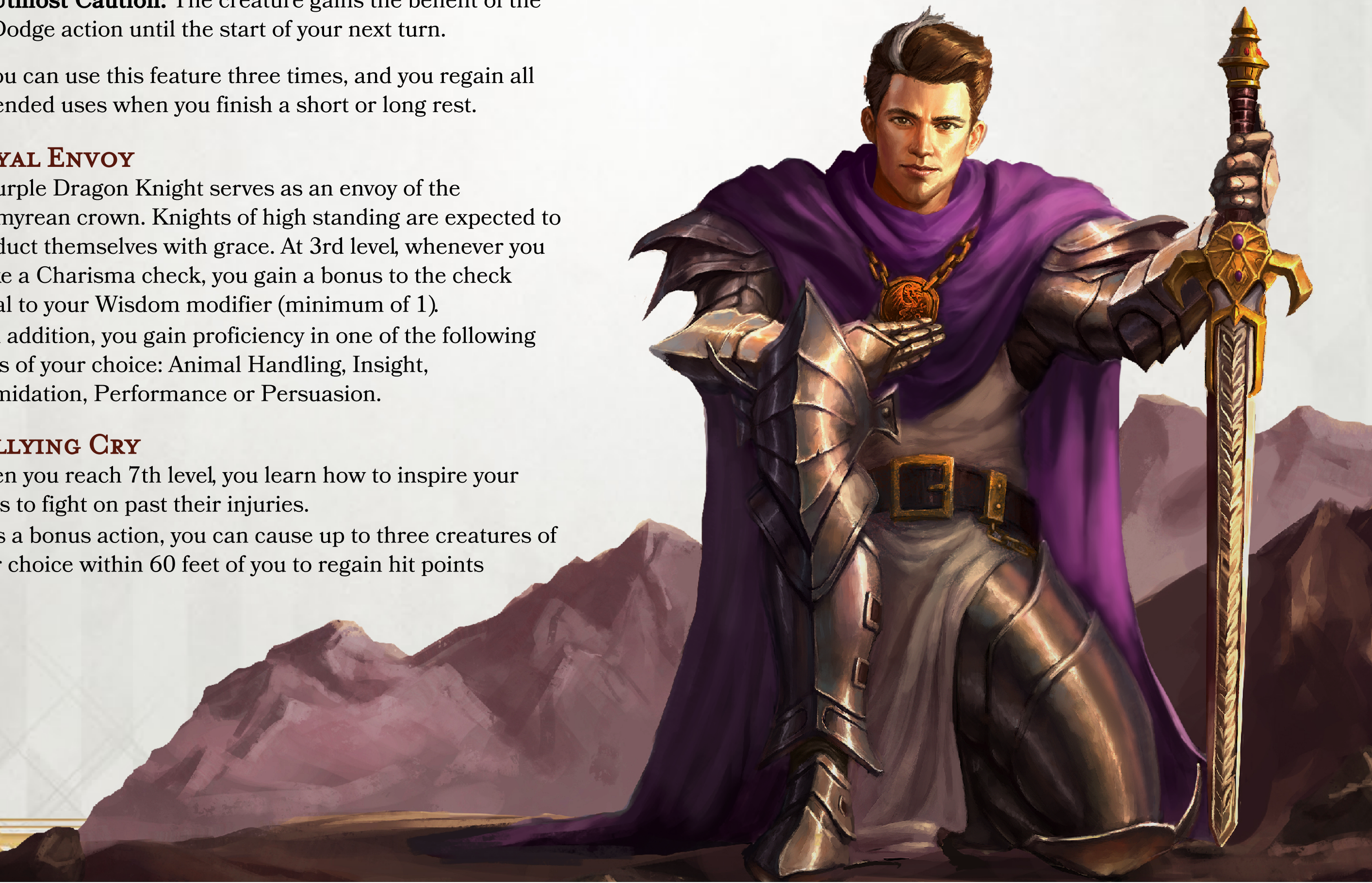
You can now use the Battlefield Commander feature a number of times equal to your proficiency bonus.

CHALLENGING OATH

Beginning at 15th level, you can issue a challenge against a creature within 60 feet of you as a bonus action, as you swear an oath to take this foe down, provided that it can see or hear you. For 1 minute or until you lose consciousness, the target has disadvantage on attack rolls against creatures other than you, and your attack rolls against the target have advantage and will score a critical hit on a roll of 19 or 20. Once you use this feature, you can't use it again until you finish a long rest.

INSPIRING BULWARK

Starting at 18th level, your presence is so inspiring that it can bring people back from the brink of death. When you or a creature within 60 feet of you is reduced to 0 hit points but not killed outright, you can use your reaction to cause them to drop to 1 hit point instead, provided they can see or hear you. Once a creature has benefitted from this feature, they cannot do so again until they finish a long rest.



Supply Specialist

The Supply Specialist is a fighter who focuses less on their own martial prowess, and more on how they can enable the other members of their adventuring party to rise to their fullest potential. Through the use of potions and magical scrolls, they ensure that their allies are always prepared to face whatever challenge they come across. This subclass is popular among kobolds due to their affinity for teamwork, as well as their desire to aid their "dragon" allies to the best of their abilities.

Potion Master

When you select this martial archetype at 3rd level, you can create a number of lesser potions equal to your proficiency bonus at the end of every long rest. You can select any of the potions from the Lesser Potions list, as long as you meet the level prerequisite. Additional types of lesser potions become available at 7th, 10th, and 15th level. The lesser potions described in this subclass are temporary potions, and function differently from regular potions. Creatures can only be under the effect of one lesser potion at a time. Consuming a lesser potion with a duration longer than instantaneous immediately ends any current lesser potion effect (except for the Quartermaster feature's lesser potion effect). These lesser potions lose their potency after 24 hours.

Lesser potions can be distributed to the party at any point during the adventuring day, and can be consumed as an action. You can use your action to drink a potion yourself, or administer it to a friendly creature within 5 feet of you.

If the lesser potion has a choice of effects, then you must choose which effect upon creation. However, you can quickly change that choice as an object interaction on your turn by adding minor ingredients, before it is consumed.

You gain proficiency with the Herbalism Kit, which allows you to create potions of healing with the rules in *Xanathar's guide to everything* (page 130). In addition, you count as one size category larger when determining your carrying capacity.

Infuse Scrolls

In order to help your allies you have vigorously studied the basics of magic as well as the art of writing scrolls. At 3rd level you can create temporary scrolls to aid your allies.

Unlike most magic users you are not able to cast regular spells, but instead you can infuse your known spells into temporary scrolls, which can be used to cast the spells with. The scroll's spell level is determined by your Fighter level. At 3rd level you learn three 1st-level wizard spells of your choice, and as you gain levels in this subclass you learn additional wizard spells of your choice. These spells must be of a spell level equal to or lower than the spell level of your scroll, as shown on the Supply Specialist Spell Scrolls table. Each time you level up you can exchange one known spell for a different one you could learn at that level.

You use your Intelligence whenever a spell on one of your scrolls refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC of your scrolls and when making a spell attack roll with one:

Spell save DC = 8 + your proficiency bonus
+ your Intelligence modifier

Spell attack modifier = your proficiency bonus
+ your Intelligence modifier

Those who use your scrolls can use these values or their own spellcasting ability modifier and proficiency bonus.

You gain scroll slots as you level up in this class, allowing you to create a temporary scroll for each slot. When you finish a long rest, you can spend 10 minutes with parchment, quill, and ink to create temporary spell scrolls for all your available scroll slots, each containing one spell you have learned. If the spell has a lower spell level than the scroll, then it will be cast as a higher level spell. Additionally, if the scroll's spell has a material component cost, then you must use those materials when creating the scroll. Each temporary scroll only contains the spell until you have finished a long rest.

Supply Specialist Spell Scrolls

Fighter Level	Spells Known	Scroll Slots	Spell Level
3rd	3	1	1st
4th	4	1	1st
5th	4	2	1st
6th	4	2	1st
7th	5	2	2nd
8th	6	2	2nd
9th	6	2	2nd
10th	7	3	2nd
11th	8	3	2nd
12th	8	3	2nd
13th	9	3	3rd
14th	10	3	3rd
15th	10	4	3rd
16th	11	4	3rd
17th	11	4	3rd
18th	11	4	3rd
19th	12	4	4th
20th	13	4	4th

GREATER HEALING

You can give these scrolls to allies, who can use them like they would use normal scrolls, provided they can cast 1st level or higher spells. Remarkably, due to your innate talent at writing scrolls, the usage of these special spell scrolls is not restricted by class spell lists, nor available spell levels. You can give a scroll to a friendly creature within 5 feet of you as an action.

You can also attempt to use these scrolls yourself, but when you do you must make an Intelligence check to determine whether you cast it successfully. The DC equals 10 + the spell's level. On a failed check, the spell disappears from the scroll with no other effect. If there is an ally within 10 feet of you who can cast 1st level or higher spells, then it can choose to use its reaction to grant you advantage on this roll. If you can cast 1st level or higher spells yourself, then you can use your own scrolls without this requirement.

You can also use normal scrolls, without being restricted by class spell lists or available spell levels. However, you follow the same rules as if you were attempting to use one of your own temporary scrolls.

Combat Assistant

Beginning at 7th level, you can use a bonus action on your turn to take one of the following special actions:

- ***Aid.*** You can administer a single potion to yourself or a friendly creature within 5 feet of you, granting you or the friendly creature its effect.
- ***Arm and Restock.*** You can give a friendly creature within 15 feet of you any amount of ranged ammunition and a weapon you are carrying. They can equip the new weapon and stow or doff any weapons, shields or items they are currently carrying without spending any actions.
- ***Handyman.*** You can use the Use an Object action.
- ***Here.*** You can give an item, such as a potion or a scroll, to a friendly creature within 15 feet of you.

Additionally, when creating potions of healing with the rules in *Xanathar's guide to everything* (page 130), you can reduce the time spend and gold required by one step. For example, you can create a *potion of greater healing* within 1 day at the cost of 25 gp. You can create potions while adventuring, provided you have the herbalism kit on hand. As part of a long rest, you can work on a single potion, which counts as if you had spend 1 day working on it.

Improved Potions

At 10th level, you've greatly improved the process of supplying an adventuring party. You now prepare the improved version of each of your lesser potions at the end of every long rest.

Your improvements to your potions have made them much smaller, without losing any of their potency. Potions you have made yourself (lesser and regular) can now be consumed as a bonus action by friendly creatures.

Resourceful

Beginning at 15th level, you're always ready to support those who travel with you. If you begin combat with no lesser potions prepared, you can scrounge around in your supplies, and prepare one lesser potion of your choice.

Additionally, once per day after finishing a short rest, you can regain one spell scroll that you prepared at the end of your previous long rest.

Quartermaster

At 18th level, your close work with your supplies has toughened your body and soul to a point only few have reached. Starting at 18th level your Constitution score is increased by 2, and your maximum Constitution score is 22.

Additionally, you are always under the effect of one lesser potion of your choice. The lesser potion must have a duration longer than instantaneous. This lesser potion effect stacks with other lesser potion effects, despite the rules of the Potion Master feature. You can change this effect at the end of a short or long rest. If the effect has a choice of effects, then you can also change this choice at the end of a short or long rest.

Lesser Potions

Detailed below are the lesser potions available to the Supply Specialist fighter, they are presented in alphabetical order.

Lesser Adrenaline Potion.
Prerequisite: 15th-level (duration, instantaneous)
This potion shocks the adventurer's system back to life, provided they died within the last minute. They regain hit points equal to your fighter level and can immediately take one action. When a creature consumes this potion they immediately gain one level of exhaustion.

Lesser Berserker Potion.
Prerequisite: 15th-level (duration, 1 hour)
When consumed, this potion allows the adventurer to push beyond the limits of normal mortals. While under the effects of this potion you do not fall unconscious when you drop to 0 hit points. However, you still continue to make death saving throws, but at disadvantage.

Lesser Healing Potion.
(duration, instantaneous)
When consumed, this potion soothes the weary adventurer. They regain hit points equal to 1d6 + your fighter level.
Improved Potion: hit points regained increases to 2d6 + your fighter level.

Lesser Heightening Potion.
Prerequisite: 7th-level (duration, 1 minute)
When this potion is consumed, the adventurer's abilities become heightened. They gain advantage on your choice of Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma checks and saving throws for the duration.
Improved Potion: Effect duration increases to 1 hour.

Lesser Limbering Potion.
(duration, 1 hour)
When consumed, this potion enhances the muscles of the adventurer. Their speed is increased by 10 feet.
Improved Potion: Their speed is instead increased by 20 feet for the duration.

Lesser Tenacious Potion.
Prerequisite: 10th-level (duration, 1 minute)
When consumed, this potion increases the adventurer's grit. They are immune against being charmed, frightened, or paralyzed for the duration (your choice).
Improved Potion: Effect duration increases to 1 hour.

Lesser Warding Potion.
Prerequisite: 7th-level (duration, 1 minute)
When consumed, this potion wards the adventurer's body. They gain resistance to acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder damage for the duration (your choice).
Improved Potion: Effect duration increases to 1 hour.

WAY OF THE DRAGON TURTLE

Monks who favor tenacious stances and heavy strikes more than nimble evasion and rapid blows are often trained in the Way of the Dragon Turtle. Recognized for their impressive physiques and unmatched endurance; these martial artists are well known for being kind hearted and eager to help others. These monks believe that every jar of water delivered, and every tree trunk carried, is time spent training. Their fighting style involves keeping foes away from their allies, facing blows with steely resolve, and locking down their opponents with powerful grapples.

VARIANT: STABILITY OVER AGILITY

Some monks favor stability over agility. To reflect this, you can choose this variant when creating your character. When using this variant, all mentions of your character's Dexterity score or modifier in the Unarmored Defense and Deflect Missiles class features are replaced with Strength.

TURTLE STANCE

Beginning at 3rd level, you learn to defend yourself as a turtle would, facing blows directly with a hardened body of iron. When an attacker hits you with a melee weapon attack, you can use your reaction to reduce the damage of the attack by an amount equal to one roll of your Martial Arts die + your Strength modifier (minimum of 1).

When you make an opportunity attack, you can replace the melee attack with a grapple check.

Creatures other than you gain advantage on attack rolls against creatures you are grappling. If a creature you are grappling is restrained, it can only use its actions to escape.

TOTEM OF DRAGON STRENGTH

At 3rd level you gain proficiency in the Athletics skill. If you have proficiency in this skill from another source, then your proficiency bonus is doubled for any ability check you make that uses Athletics.

As an action, you can touch any blunt object larger than 1 cubic foot and smaller than yourself and imbue it with your ki. After imbuing it so, the object acquires artistic marks showing prayers to the dragon turtle. It is now your Totem of Dragon Strength and counts as a monk weapon for you for which you have proficiency. Your totem gains the weapon traits from the Totem of Dragon Strength table. Attack and damage rolls using your totem must be done with your Strength Modifier. Your totem is weightless for you, and sticks to your hand if you want it to. Your totem gains the magical attributes of one magic melee monk weapon that you are attuned to, unless it already is a magical weapon. You decide which weapon after finishing a short or long rest. You can only have a single totem at a time, and ending the link with the object is instantaneous.

While holding your totem, you can't be disarmed of it, and you gain advantage on all saving throws instead of only Dexterity when you take the Dodge action.

TOTEM OF DRAGON STRENGTH

Level	Damage	Properties
3	1d6 (bludgeoning)	Versatile (1d8)
5	1d8 (bludgeoning)	Versatile (1d10)
11	1d10 (bludgeoning)	Versatile (1d12)
17	1d12 (bludgeoning)	Versatile (2d6)

SNAP DRAGON

At 6th level, you can react with clasping strength on your foes. Once per round, when a creature misses you with a melee attack, you can make a grapple check against them.

In addition, immediately after you have successfully grappled a creature, or as a bonus action on your turn, you can throw a creature you are grappling. The target must make a Strength saving throw against your ki save DC. On a failure, you can throw the creature up to 15 feet in a direction of your choice after which it takes damage equal to one roll of your Martial Arts die, it has its speed reduced to 0 until the start of its next turn, and it is knocked prone. Any extra damage the creature takes from colliding with an environmental hazard (for example a pit, trap, or weapon's rack) is doubled. On a successful save, the creature resists your attempt but remains grappled by you. You can use this feature to (try to) throw a creature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. While you have no uses available, you can spend 1 ki point to use this feature again.

KI OF THE TIDEBRINGER

At 11th level, provided your totem is at least half your size or larger, you gain half cover while holding your Totem of Dragon Strength.

As a bonus action, you can spend 1 ki point and roll a Martial Arts die. You regain a number of hit points equal to the number rolled plus your proficiency bonus.

Whenever you spend any ki points, you build up energy in your body which you can unleash as a blast of steam. Until the end of your next turn, the first time you hit a creature with an unarmed strike you can choose to roll two Martial Arts dice and deal fire damage equal the amount rolled to each creature other than you within 10 feet of the target, blasting them all with boiling hot steam. You can only unleash steam this way once per round.

DEFIANCE OF THE DRAGON TURTLE

At 17th level, you have perfected your connection with the essence of the dragon turtle, allowing its being to become truly one with yours in mind and body. As an action, you can spend 10 ki points to manifest the dragon turtle, creating a huge translucent form of a dragon turtle around you. If you do, then for 1 minute you gain the game statistics of the dragon turtle spirit (see page 42).

Your game statistics aside from your mental ability scores are replaced by the statistics of the dragon turtle spirit, but you retain your alignment and personality. You assume the hit points of your new form. You can revert to your normal form at any point as a bonus action, and you automatically revert to your normal form if your hit points are reduced to 0. When you revert to your normal form, you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious. While in your dragon turtle form, you can't wield weapons, nor can you use your other class features. If you have spells, you can't cast them while in this form, but you can maintain concentration on existing spells. If there isn't enough room for this form in a space available, then this form instead attains the maximum possible size.

DRAGON TURTLE SPIRIT

Huge celestial, unaligned

Armor Class 20 (natural armor)
Hit Points 115 (11d12 + 44)
Speed 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	18 (+4)	-	-	-

Saving Throws Str +9, Dex +4, Con +8
Damage Resistance fire
Senses darkvision 120 ft., passive Perception -
Languages Common, Draconic
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Amphibious. The dragon turtle spirit can breathe air and water.

Empowered Attacks. The dragon turtle spirit's attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

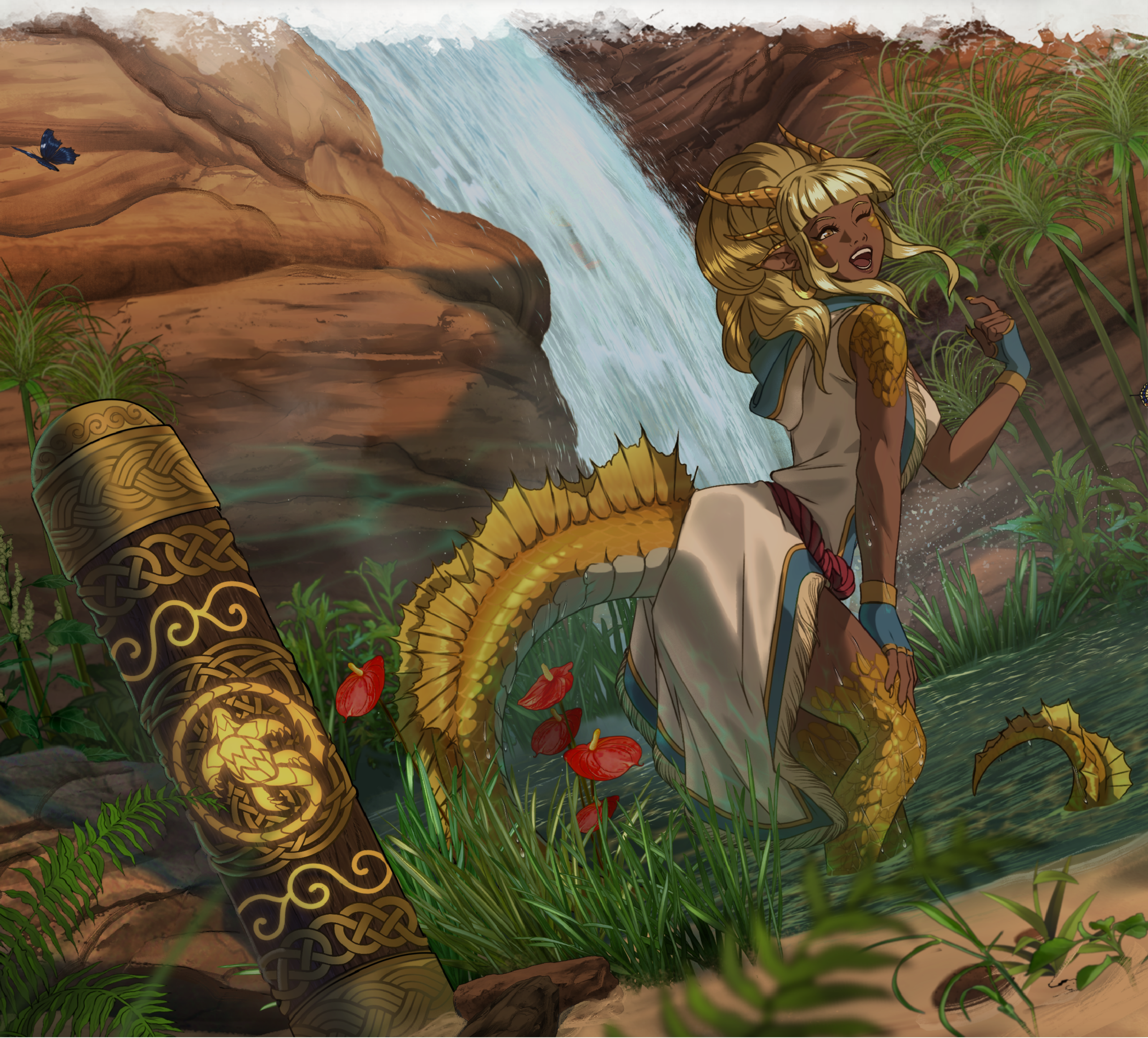
Actions

Multiattack. The dragon turtle spirit makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (4d6 + 5) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the dragon turtle spirit can't bite another target nor use its steam breath.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Steam Breath (Recharge 5-6). The dragon turtle spirit exhales scalding steam in a 60-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.



Way of the Weave

> *"For over a thousand generations, the Silver Knights were the guardians of peace and justice in the realms. Before the dark times, before the rise of Tiamat."*
>
> — Stella Dragonsong

Through countless hours of meditation, monks of the Way of the Weave are able to form a connection to the Weave, allowing them to cast arcane spells. These monks are known as Weavers, powerful practitioners of arcane magic who blend martial arts and spellcasting to devastating effect. The Weave is a way through which raw magic can be accessed, and used by casters of magic. It flows through the world, and touches all of existence. Weavers specialize in the schools of divination, enchantment, and transmutation magic. Using divination magic to peer into the expansive knowledge of the Weave, enchantment magic to manipulate the minds of the weak willed, and transmutation magic to alter their bodies and the world around them, they are prepared to meet any threat they may face. They are one with the Weave, and the Weave is with them.

This monastic tradition was founded by a group of half silver dragon Dragonsingers, wizards who use martial might in addition to their powerful magical abilities. This group sought to focus more on the body and the spiritual aspects of magic, and founded several monasteries where they could contemplate and meditate on using arcane magic without disruping the balance of all things. There have since been many branches, most still following the way of righteousness and justice, while others focus more on power and using it to further their own ends. Regardless, most monks of the Way of the Weave still hold strong connections with their Dragonsinger brethren, and often band together to achieve a common goal. These monks are also known as Silver Knights, to honor the half silver dragons that founded their order. Most Silver Knights are famous for being defenders of truth and justice, but those that follow the path of evil are terrible villains. While the color of an arcane saber is different for each Weaver, their alignment often influences the color of the blade. Blue and green are often associated with good aligned Weavers, while red and purple are aligned with those following a darker or more pragmatic path. But sometimes the color is influenced by the type of enchantment on the shortsword or longsword that was transformed into an arcane saber.

Variant: A Keen Mind

Some Weavers focus more on using their keen intellect to understand the machinations of the Weave, as they seek to let their mind and body truly become one with it. To reflect this, you can choose this variant when creating your character. When using this variant, all mentions of your character's Wisdom score or modifier in the monk class and in this subclass are replaced with Intelligence.

Spellcasting

Starting at 3rd level you form a connection to the Weave, allowing you to shape it in order to cast spells.

Cantrips. You learn the *friends* and *mage hand* cantrips. If you already know either cantrip from another source, you can choose a different wizard cantrip instead. You learn an extra wizard cantrip of your choice at 10th level.

Special. When you cast the *mage hand* cantrip it doesn't require verbal components, and the hand is invisible. When you cast the *friends* cantrip it doesn't require material components.

Spell Slots. The Way of the Weave Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *feather fall* and have a 1st-level and a 2nd-level spell slot available, you can cast *feather fall* using either slot.

Spells Known of 1st-Level and Higher. You know three 1st-level wizard spells of your choice; two of which you must choose from the divination, enchantment, and transmutation spells on the wizard spell list.

The Spells Known column of the Way of the Weave Spellcasting table shows when you learn more wizard spells of 1st-level or higher. Each of these spells must be a divination, enchantment, or transmutation spell of your choice, and must be of a level for which you have spell slots.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have spell slots, and it must be a divination, enchantment, or transmutation spell, unless you are replacing the spell you gained at 3rd, 8th, 14th, or 20th level. At 17th and 18th level you can replace a known spell with a 4th-level spell, despite not having 4th-level spell slots.

You can learn the following spells as if they were enchantment spells from the wizard spell list; *bless*, *gift of alacrity*, *guiding bolt*, *heroism*, *shield*, *shield of faith*, *witch bolt* (for thematic purposes it is recommended to use the revised *witch bolt* spell on page 75), *counterspell*, *dispel magic*, *nondetection*, *pulse wave*, *sending*, and *gravity sinkhole.*

Spellcasting Ability. Wisdom is your spellcasting ability for your wizard spells, since you learned your spells through deep meditation on the aspects of the Weave. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a wizard spell you can cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Way of the Weave Spellcasting

Monk Level	Cantrips	Spells Known	1st	2nd	3rd	4th
3rd	2	3	2	—	—	—
4th	2	4	3	—	—	—
7th	2	5	4	2	—	—
8th	2	6	4	2	—	—
10th	3	7	4	3	—	—
11th	3	8	4	3	—	—
13th	3	9	4	3	2	—
14th	3	10	4	3	2	—
16th	3	11	4	3	3	—
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

Arcane Saber

At 3rd level, you learn a ritual that transforms one shortsword or longsword into an arcane saber. You perform the ritual over the course of 1 hour, which can be done during a short rest. The weapon must be within your reach throughout the ritual, at the conclusion of which you touch the weapon and transform it, returning your previous arcane blade(s) (if any) to normal. The blade disappears, leaving only the hilt. However, while holding the hilt you can use your bonus action to ignite the weapon, creating a blade of pure magical energy.

As part of this transformation, the weapon's damage type becomes force, its damage die becomes equal to your Martial Arts die, and you can use your arcane saber as a spellcasting focus for your Way of the Weave spells. You can deactivate the energy blade as a bonus action, or when you let go of the hilt.

This weapon counts as a monk weapon for you, and gains all the benefits as if it were an unarmed strike. For example, if a monk feature grants you additional unarmed strike attacks, you can attack with this weapon instead. When you use this weapon with both hands, its damage die increases by one step: d4 to d6, d6 to d8, d8 to d10, and d10 to d12.

In addition, while holding this weapon and not wielding a shield, you can use this weapon for the Deflect Missiles feature against incoming projectiles. If you do, and you would reduce the damage of the missile attack to 0, you can choose not to catch it but immediately reflect it without having to pay the 1 ki point as described in the Deflect Missiles feature.

You can also use the Deflect Missiles feature against projectiles that target an ally within 5 feet of you instead.

Advanced Weaver Training

At 6th level, you have mastered the advanced fighting styles of the Silver Knights, granting you additional benefits.

- You gain a bonus to any Constitution saving throw you make to maintain your concentration on a spell. The bonus equals your Wisdom modifier (minimum of 1).
- While holding a one bladed arcane saber with both hands, you gain a +1 bonus to AC.
- When performing the ritual to create your arcane saber, instead of a single shortsword or longsword, you can transform two shortswords or a large hilt with two blades (one on each end) instead. While dual wielding these two arcane sabers or holding this large hilt with both blades active, you can use the Flurry of Blows feature without having to spend a ki point, but you must spend a ki point when reflecting projectiles even when reflecting them with your arcane saber, and you won't increase the arcane saber's damage die by one step when using both hands. You can also choose to use your bonus action to activate or deactivate only one blade of the large hilt, allowing you to wield it as a one bladed arcane saber instead.
- As a bonus action, you can throw your arcane saber at a creature within 60 feet, allowing you to use the Attack action to attack it. It immediately returns to your hand.

Flow of the Weave

Beginning at 11th level, you learn to control the ebb and flow of magic directed towards you and your allies. You and friendly creatures within 10 feet of you have advantage on saving throws against spells and magical effects.

Moreover, you can manipulate the Weave to choke or crush helpless enemies. As a reaction, you can deal 1d8 force damage to a creature within 30 feet of you that is restrained, stunned, or paralyzed. The damage increases by 1d8 each time you use your reaction this way against the same target. The damage resets when the target is no longer restrained, stunned, or paralyzed.

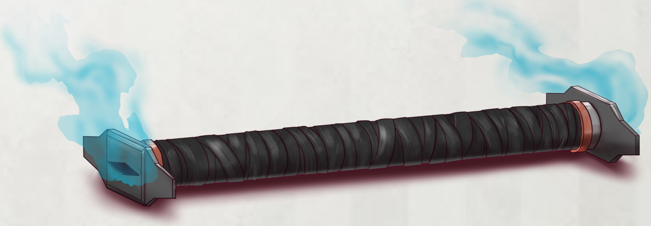
One With The Weave

At 17th level, your practiced connection to the Weave grants you the power to freely shape your ki into spells. You can use your ki points to gain additional spell slots.

Creating Spell Slots. You can transform unexpended ki points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. The created spell slots vanish at the end of a short or long rest. At 17th, 18th, 19th, and 20th level you learn one 5th-level divination, enchantment, or transmutation spell of your choice from the wizard spell list, which you can cast with a 5th-level spell slot you created with this feature. You can also learn the 5th-level *steel wind strike* and *wall of force* spells this way.

Creating Spell Slots

Spell Slot Level	Ki Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7



OATH OF DRACONIC MAJESTY

Dragons are some of the most powerful creatures in the multiverse, and there are those who seek to emulate their majesty in all that they do. Whether they wish to use and exercise a dragon's power, help it extend its influence and change the world, or simply fell in love with the mighty creature and its ideals, they all agree that dragonkind has its role to play in the great battles of this world. Those who follow this ideal have made an oath with an ancient or older dragon, which has become their sovereign. Followers of this oath may also choose Bahamut (god of metallic dragons), Tiamat (god of chromatic dragons), or a different dragon god as their Sovereign.

DRACONIC TENETS

Though the exact words and strictures of the Oath of Draconic Majesty vary, paladins of this oath share the following tenets, with some based on your dragon sovereign.

Majesty. I shall not bring shame to my sovereign, and I will behave in a way befitting of my status. I will be proud.

Treasure. I will gather wealth and unique items, both for my endeavors and for my sovereign. Regardless if they call me greedy. One never has enough riches.

Power. (Chromatic sovereign only) What good is power if it is not used? I shall use my power to advance the goals of my sovereign and myself, and remove those who oppose me.

Goodwill. (Metallic sovereign only) I shall not confuse arrogance and pride, nor shall I think myself above helping the weak and the weary.

OATH SPELLS

You gain oath spells at the paladin levels listed in the Oath of Draconic Majesty Spells table. See the Sacred Oath class feature for how oath spells work.

OATH OF DRACONIC MAJESTY SPELLS

Paladin level	Spells
3rd	*absorb elements, heroism*
5th	*dragon's breath, hold person*
9th	*fear, protection from energy*
13th	*elemental bane, stoneskin*
17th	*cone of cold, dominate person*

DRACONIC OATH

At 3rd level, as you seek to emulate the majesty of dragons, you have learned to speak, read and write Draconic. Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

When you choose this oath, you must choose a dragon from the Draconic Oath table, which must be the same dragon type as that of your dragon sovereign. If you choose Bahamut as your sovereign you can choose any metallic dragon, if you choose Tiamat as your sovereign you can choose any chromatic dragon, and if you choose Asgorath (or another dragon god) as your sovereign you can choose any dragon. Steel dragons are a type of metallic dragon, sapphire dragons are a type of gem dragon, and celestial dragons are their own subspecies of dragon. For game purposes, steel and sapphire dragons count as metallic dragons, and celestial dragons count as chromatic dragons.

DRACONIC OATH

Metallic Dragon	Chromatic Dragon	Damage Type
Copper, Steel	Black	Acid
Silver	White	Cold
Gold, Brass	Red	Fire
Bronze	Blue	Lightning
none	Green	Poison
none	Celestial	Radiant
Sapphire	*none*	Thunder

The damage type associated with your Draconic Oath's chosen dragon is used by features of this oath.

When you deal damage with your oath spells, or your Divine Smite and Improved Divine Smite class features, you can now switch the damage type with the one associated with your Draconic Oath.

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Frightening Presence. As an action, you can use your Channel Divinity to exude a terrifying presence. Each creature of your choice within 30 feet of you must make a Wisdom saving throw if it can see you. On a failed save, the target is frightened of you for 1 minute. The frightened creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

Wing Buffet. As an action, you summon radiant wings that create a strong wind. Each creature of your choice in a 30-foot cone, which originates from you, must make a Strength saving throw. On a failure, they are pushed back 15 feet from you and fall prone, and if they encounter a solid obstacle take 1d6 + your paladin level bludgeoning damage. On a success, they are instead knocked back 5 feet.

AURA OF THE DRAGON QUEEN

Chromatic Draconic Oath only

Beginning at 7th level, you imbue your own weapons and those of your allies with the elemental fury of your dragon sovereign. When you or a friendly creature within 10 feet of you hits a creature with a weapon attack, it will deal extra damage equal to your Charisma modifier (minimum of 1) of the type associated with your Draconic Oath. A creature can only deal this extra damage once per turn.

At 18th level, the range of this aura increases to 30 feet.

AURA OF THE PLATINUM DRAGON

Metallic Draconic Oath only

Beginning at 7th level, your devotion grants you and those around you the divine protection of your dragon sovereign. You and friendly creatures within 10 feet of you reduce all bludgeoning, piercing, and slashing damage taken by an amount equal to your Charisma modifier (minimum of 1). Creatures reduce damage this way before resistances have been calculated.

At 18th level, the range of this aura increases to 30 feet.

DRACONIC WINGS

At 15th level, you gain the ability to sprout a pair of spectral dragon wings from your back, granting you a flying speed equal to your walking speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn.

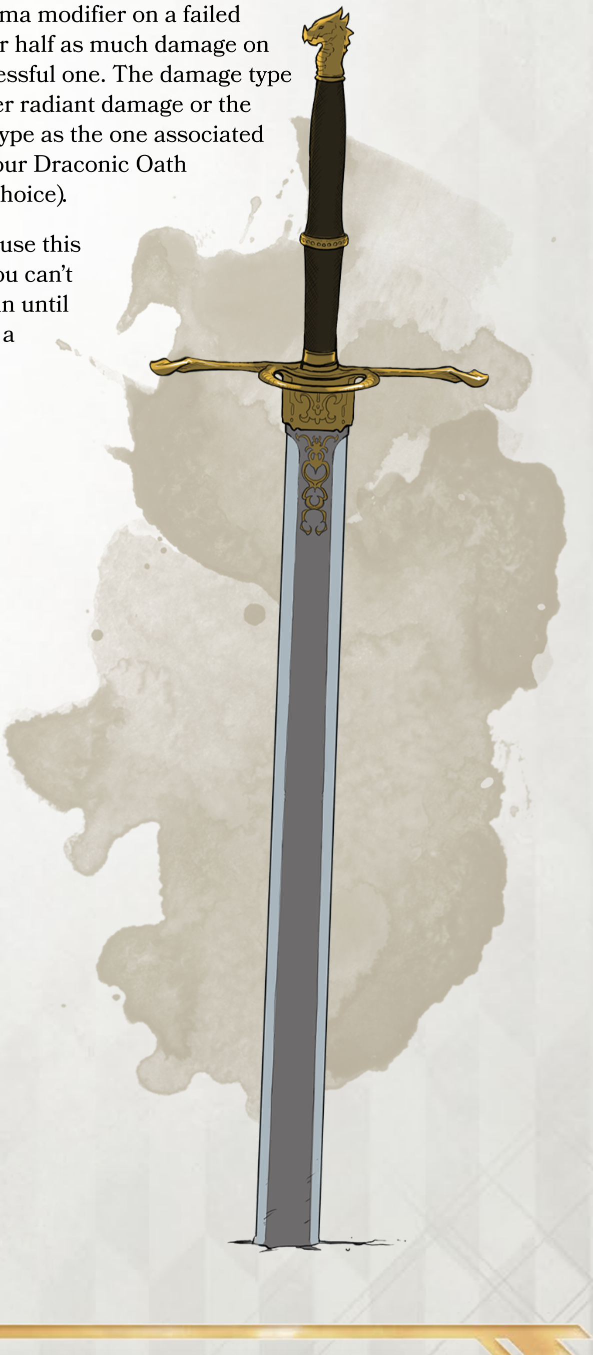
While these wings are active, all other friendly creatures who are within 5 feet of you gain half cover.

DRACONIC AVATAR

At 20th level, you can use your action to temporarily ascend to the ideal of dragonkind, sharing its majesty with those around you. You gain the following benefits for 1 minute:

- You have immunity to the damage type associated with your Draconic Oath.
- You gain the effects of the Enlarge option from the *enlarge/reduce* spell.
- You and friendly creatures within 30 feet of you gain half cover, provided your wings are active.
- You can use your bonus action to exhale destructive energy in a 30-foot cone, which leaves your allies unscathed. Each creature of your choice in that area must make a Dexterity saving throw against your spell save DC. Each target takes damage equal to 3d10 + your Charisma modifier on a failed save, or half as much damage on a successful one. The damage type is either radiant damage or the same type as the one associated with your Draconic Oath (your choice).

Once you use this feature, you can't use it again until you finish a long rest.



RANGER, REVISED

OPTIONAL: CLASS FEATURES

The ranger class received more options in *Tasha's Cauldron of Everything*, including the Favored Foe and Deft Explorer features. This revision is meant to improve upon these two features, as well as several other ranger features, and it also adds additional features for several ranger subclasses. It is still recommended to use *Tasha's Cauldron of everything* for the Primal Awareness and Nature's Veil feature options, which can both be found there on page 57.

FAVORED FOE (REVISED)

At 1st level, a ranger gains the Favored Foe feature.

FAVORED FOE

1st-level ranger feature, which replaces the Favored Enemy feature and works with the Foe Slayer feature

When you hit a creature with an attack roll, you can mark the target as your favored foe for 1 minute. The first time on each of your turns that you hit the favored foe and deal damage to it, including when you mark it, you can increase that damage by 1d4. You can use this feature to mark a favored foe a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. This feature's extra damage increases to 1d6 at 6th level, and to 1d8 at 14th level. Creatures that are affected by your *hunter's mark* spell cannot receive this feature's extra damage from you.

In addition, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy. Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as goblins and orcs) as favored enemies. You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies (if any).

Your favored enemies always count as being marked as your favored foe, increasing your damage against these enemies as described above. You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures. When you reach a level in this class that grants the Ability Score Improvement feature, you can replace one of the options you chose as your favored enemy with another of these options available to you.

DEFT EXPLORER (REVISED)

At 1st level, a ranger gains the Deft Explorer feature.

DEFT EXPLORER

1st-level ranger feature, which replaces the Natural Explorer feature

Your time in the Wild has honed your skills, and you have acquired abilities that help you adapt and survive, and sometimes even imbue you with supernatural benefits.

You gain one of the options below that you can learn of your choice. You gain an additional option that you can learn of your choice at 3rd level, 6th level, 9th level, 12th level, 15th level, and 18th level. When you gain a level in this class, you can choose one of the options you know and replace it with another option that you could learn at that level.

Ambidextrous
When you engage in two-weapon fighting, you can make the off-hand attack as part of the Attack action, instead of as a bonus action. You can only make one off-hand attack for each time you take the Attack action. You can use two-weapon fighting even when the one handed melee weapons you are wielding aren't light. In addition, you can draw or stow two one-handed weapons when you would normally be able to draw or stow only one. As part of the same object interaction you use to draw your weapon(s), you can stow and doff any weapons and shields you are wielding.

Special: If you possess both the Dual Wielder feat and this option, you gain a +2 bonus to AC while you are wielding a separate melee weapon in each hand instead of +1.

Canny
Choose one of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses the chosen skill. You can speak, read, and write two additional languages of your choice. You can choose this option multiple times.

Deadly Marksman
Your ranged weapon attacks ignore half and three-quarters cover. In addition, before you make an attack with a ranged weapon that you are proficient with, you can choose to take a -2 penalty to the attack roll. If that attack hits, you add +5 to the attack's damage.

Special: If you possess both the Sharpshooter feat and this option, you cannot stack the attack roll penalty and damage bonus of both options together. However, the attack roll penalty you suffer when you take the Sharpshooter option is decreased to -4 when you add +10 to the attack's damage.

Hardy Survivor
Your body recovers more rapidly than most, and you are able to fully sustain yourself and others. Whenever you regain hit points, you regain additional hit points equal to your proficiency bonus. When expending Hit Dice, you can add this bonus to each Hit Die roll. In addition, you can find food and fresh water for yourself and up to five creatures each day, provided that the land offers these resources.

Heavy Slayer
You gain Great Weapon Fighting as a Fighting Style (*Player's Handbook* page 72), and heavy armor proficiency. If you would have disadvantage on Dexterity (Stealth) checks due to the armor you wear, you ignore that penalty.

Horde Cleaver
Creatures don't gain advantage against you from having another hostile creature within 5 feet of you. Once on each of your turns when you score a critical hit with a melee weapon, or reduce a creature to 0 hit points with one, you can immediately make one melee weapon attack against another creature within your reach with that weapon.

Silent Stalker

Prerequisite: 3rd-level ranger
you can't be tracked by nonmagical means, unless you choose to leave a trail. In addition, you can take the Hide action as a bonus action on your turn.

Special: If you possess both the Vanish feature as well as this option, then you have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet, and any hit you score against a creature that is surprised is a critical hit.

Strider

Prerequisite: 3rd-level ranger
You ignore nonmagical difficult terrain. In addition, you can take the Dash action as a bonus action on your turn.

Special: If you possess both the Land's Stride feature as well as this option, then you ignore difficult terrain imposed by spells and other magical effects as well.

Swift Striker

Prerequisite: 3rd-level ranger
You have honed your senses to react to danger at a moments notice. You have advantage on initiative rolls, and you cannot be surprised while you are conscious. In addition, you can take the Disengage action as a bonus action on your turn.

Battle Hardened

Prerequisite: 6th-level ranger
You can brace yourself to resist the effects of incoming blows. As a bonus action, you can grant yourself temporary hit points equal to your proficiency bonus.

Persistent Survivor

Prerequisite: 6th-level ranger
Your survival instincts push you on in the face of death. When you make a death saving throw, you gain a bonus to the roll equal to 2 + half your proficiency bonus (rounded down). If this increases the total to 20 or higher, you gain the benefits of rolling a 20 on the d20.

Roving

Prerequisite: 6th-level ranger
Your walking speed increases by 5, and you gain a climbing speed and a swimming speed equal to your walking speed. In addition, you can hold your breath for up to 1 hour, and you can use your reaction to reduce any falling damage you take by an amount equal to four times your ranger level.

Expert Strider

Prerequisite: 9th-level ranger, the Strider option
You can surmount nearly any challenge that would hinder your stride. Your movement speed increases by 5 feet, and you have advantage on all saving throws against spells and magical effects that are created to impede your movement, such as the *entangle* and *hold person* spells.

Tireless

Prerequisite: 9th-level ranger
As an action, you can give yourself a number of temporary hit points equal to 1d10 + half your ranger level (rounded down). You can use this action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

In addition, whenever you finish a short rest, your exhaustion level, if any, is decreased by 1.

Peerless Hunter
Prerequisite: 12th-level ranger
Once per turn, you can deal an extra 3d8 damage to one creature you hit with an attack if you have advantage on the attack roll. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Master Tracker
Prerequisite: 15th-level ranger
Your ability to track your foes is unmatched. You can cast *locate creature* without expending a spell slot. When cast using this feature, the spell does not require concentration.

You can use this feature once, and you regain the ability to do so after finishing a short or long rest.

Vicious Striker
Prerequisite: 18th-level ranger
When you hit a creature with a weapon attack, you can choose to force the creature to make a Constitution saving throw against your ranger spell save DC. On a failed save, it takes an extra 6d8 damage of the weapon's damage type and is inflicted with the restrained condition for 1 minute. On successful save, the creature takes half this extra damage and is not restrained. If the weapon attack made a critical hit, this extra damage will not be increased that way. A creature restrained this way can use its action to make the saving throw again, ending the effect on a success.

You can use this feature once, and you regain the ability to do so after finishing a short or long rest.

HUNTER'S PREY (HUNTER, REVISED)

At 3rd level, a ranger with the Hunter archetype gains the Hunter's Prey feature.

HUNTER'S PREY

3rd-level ranger feature, requires the Hunter archetype
You gain one of the following features of your choice.

Colossus Slayer. Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, you can increase the attack's damage by 1d8 if it's below its hit point maximum. You can deal this extra damage only once per turn.

Giant Killer. When a Large or larger creature within 5 feet of you hits or misses you or an ally with an attack, you can use your reaction to make a weapon attack against that creature immediately after its attack, provided you can see the creature.

Horde Breaker. Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature within 10 feet of the original target and within range of your weapon.

HUNTER'S VIGIL (HUNTER)

At 3rd level, a ranger with the Hunter archetype gains the Hunter's Vigil feature.

HUNTER'S VIGIL

3rd-level ranger feature, requires the Hunter archetype
You learn the *hunter's mark* spell, it doesn't count against your number of spells known, and taking damage will not break your concentration on it. You can cast this spell once without expending a spell slot, and you regain the ability to do so after finishing a long rest. Creatures that are affected by your *hunter's mark* spell can receive the extra damage from your Favored Foe feature, despite the feature's rules.

RANGER MAGIC

At 3rd level, rangers with the Beast Master, Drake Warden, or Hunter archetype gain the Ranger Magic feature.

RANGER MAGIC

3rd-level ranger feature
You learn additional spells associated with your ranger archetype when you reach certain levels in this class, as shown on the Ranger Magic tables. Each spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

BEAST MASTER RANGER MAGIC

Ranger level	Spells
3rd	*heroism*
5th	*warding bond*
9th	*haste*
13th	*death ward*
17th	*awaken*

DRAKE WARDEN RANGER MAGIC

Ranger level	Spells
3rd	*absorb elements*
5th	*dragon's breath*
9th	*elemental weapon*
13th	*elemental bane*
17th	*immolation*

HUNTER RANGER MAGIC

Ranger level	Spells
3rd	*snare*
5th	*see invisibility*
9th	*nondetection*
13th	*find greater steed*
17th	*hold monster*

FERAL SENSES (REVISED)

At 18th level, a ranger gains the Feral Senses feature.

FERAL SENSES

18th-level ranger feature
Starting at 18th level, your enhanced senses allow you to strike with perfect accuracy. Your attack rolls against creatures within 30 feet of you cannot have disadvantage.

You are also aware of the location of any invisible or hidden creature within 30 feet of you.

FOE SLAYER (REVISED)

At 20th level, a ranger gains the Foe Slayer feature.

FOE SLAYER

20th-level ranger feature
At 20th level, you become an unparalleled hunter of your enemies. You add your Wisdom modifier (minimum of 1) to attack rolls you make against creatures marked as your favored foe (or who count as being marked as your favored foe), and you add your Favored Foe's bonus damage each time you hit a creature marked as your favored foe, instead of just the first time you hit the target on each of your turns.

The Slayer

Unlike the Monster Slayer, rangers with The Slayer archetype devote themselves to hunting down certain types of monsters. These pragmatic killers come from many backgrounds, and the kind of reputation they they make for themselves is often influenced by the types of creatures they relentlessly hunt down. They could be someone whose sister was murdered by goblins, or a crusader who is on a rampage to slay as many demons as they can, or even a grim vigilante who hunts down criminals. Depending on their prey, they are seen as devoted heroes or obsessed fanatics, and slayers often receive nicknames like Dragon Slayer, Goblin Slayer, Demon Slayer, or just Slayer. Regardless of their reputation however, they are often greatly appreciated by the common folk, as they are willing to do the dirty work that most adventurers shy away from. In a grim world where many people might not meet another sunrise due to the dangers of roaming monsters, it's the slayers whom the common folk rely on to survive.

This subclass uses the Favored Foe (revised) feature, even if your DM does not use this as a standard feature.

Fanatic Devotion

Beginning at 3rd level, you regain all uses of your Favored Foe class feature when you finish a short or long rest.

Unrelenting

At 3rd level you add your Favored Foe's bonus damage each time you hit a creature marked as your favored foe (or who counts as being marked as your favored foe), instead of just to the first time you hit the target on each of your turns.

If a creature marked as your favored foe hits you with an attack roll, you can use your reaction to roll your Favored Foe damage die and gain a bonus to your AC equal to the number rolled, potentially causing the attack to miss you.

At 20th level, you add your Wisdom modifier (minimum of 1) to damage rolls you make against creatures marked as your favored foe.

Slayer Magic

You learn an additional spell when you reach certain levels in this class, as shown in The Slayer Spells table. Each spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

The Slayer Spells

Ranger Level	Spells
3rd	*wrathful smite*
5th	*see invisibility*
9th	*spirit shroud*
13th	*freedom of movement*
17th	*hold monster*

Unstoppable

At 7th level, slaying your favored foes reinvigorates you. When you reduce a target marked as your favored foe to 0 hit points, you regain hit points equal to your Favored Foe damage die + your Wisdom modifier (minimum of 1).

Resolve of the Slayer

At 11th level, you become too stubborn to die. If you drop to 0 hit points and you don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a long rest, it resets to 10.

Rip and Tear

At 15th level, you become the ultimate slayer. When one of your attacks reduces a creature's hit points to a number less than your ranger level, you instantly reduce it to 0 hit points.

NOTE: This feature relies on knowledge regarding a monster's remaining hit points. Your DM may want to avoid sharing this information at the table, so if you are worried about this feature getting overlooked in combat, we suggest checking in with them at the start of the session to make sure that they are aware of it.

BEAST MASTER, REVISED

The Beast Master archetype embodies a friendship between the civilized races and the beasts of the world. United in focus, beast and ranger work as one to fight the monstrous foes that threaten civilization and the wilderness alike. Emulating the Beast Master archetype means committing yourself to this ideal, working in partnership with an animal as its companion and friend.

RANGER'S COMPANION

At 3rd level, you can form a bond with a beast companion that will then accompany you on your adventures and fight alongside you. As an action you can choose a beast that you can see within 30 feet of you, provided you can charm it, and it has a challenge rating of 1/2 or lower. Over the course of 1 minute it becomes charmed by you while you attempt to bond with it. During this time you and the beast will be incapacitated, and any damage either of you receive will end the effect, forcing you to start over again. If the beast takes damage from you or your allies, then it cannot be charmed this way for the next 24 hours. You cannot charm a swarm of beasts this way.

After 1 minute, provided the process was not interrupted, it becomes your loyal beast companion, and you cannot charm a beast this way again until you've finished a short or long rest. If you already have a beast companion with you, you must choose which of your companions will be send to your beast grove. The beast grove is a sacred place which the natural world has prepared for you, where your beast companions will remain until summoned, and where they will find shelter and sustenance. The only requirement to maintain this grove if that you keep fighting for the interests of the natural world. You can use your action to send your beast companion there, or summon it from there into an unoccupied space within 5 feet of you. You can only have one beast companion accompanying you. At the end of a short or long rest, you can exchange your current beast companion with one of your other beast companions.

Add your proficiency bonus to your beast companion's attack and damage rolls, as well as to any ability check or saving throw that it makes. If one of its attacks or special attacks forces a saving throw, it can use its normal DC or your spell save DC, whichever is higher. If one of its special traits would require a bonus action, it can use its own. Its hit point maximum equals its normal maximum or 4 + four times your ranger level, whichever is higher. You can calculate your beast's AC as 13 + your proficiency bonus.

In combat, the beast acts after your turn. It can move and use its reaction on its own, but the only action it takes is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the beast can take any action of its choice, not just Dodge.

Your beast companion understands any languages you know, is friendly to you and your companions, and obeys your commands. If your beast has died, you can use your action to touch it and expend a spell slot of 1st level or higher. It returns to life after 1 minute with all its hit points restored. You can also fully heal your beast this way while it is alive and you are both out of combat, but entering combat during this minute will waste the spell slot. Your beast has a number of Hit Dice (d8s) equal to your ranger level. Like any creature, your beast can spend Hit Dice during a short rest.

Whenever your beast companion becomes stabilized it immediately regains 1 hit point.

If your beast can grapple or knock prone a creature, it can only do so against Large or smaller creatures.

At your DM's discretion, you can start with a warhound as your beast companion. Your DM decides which two traits it has from the warhound's Variants options.

MAGIC FANG

Transmutation Cantrip

Classes: Druid
Casting Time: 1 bonus action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

You touch a creature to enhance its natural weaponry. All of the target's natural weapons now count as magical weapons. When the target rolls a 1 or 2 on a damage die for these weapons, it can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

Whenever the target deals damage with a natural weapon, it can deal its original amount of damage, or 1d6 (additional bonuses to its damage still apply).

This damage option increases to 1d8 at 5th level, 1d10 at 11th level, and 1d12 at 17th level.

EXCEPTIONAL TRAINING

At 7th level, each of your current and future beast companions gains one trait of your choice from the warhound's Variants options. If your beast is not a warhound, then any mention of warhound in the trait is replaced with the beast type of your beast companion. In addition, your beast companion counts as being permanently affected by the *magic fang* cantrip.

At 15th level, your beast companions gain one additional trait of your choice from the warhound's Variants options.

BESTIAL FURY

At 11th level, the strong bond between you and your beast grants it advantage on saving throws while it can see you.

SHARE SPELLS

The bond between you and your beast has become even stronger, allowing you to share magical effects. Beginning at 15th level, when you cast a spell targeting yourself, you can also affect your beast companion with the spell if the beast is within 30 feet of you.

Warhound

Medium beast, unaligned

Armor Class 13 (natural armor)
Hit Points 11 (2d8+2)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3
Senses passive Perception 13
Languages --
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Keen Hearing and Smell. The warhound has advantage on Wisdom (Perception) checks that rely on hearing or smell. Warhounds are often used for both battle and guard duty.

Well-Trained. A creature that the warhound is friendly to has advantage on Wisdom (Animal Handling) checks to control or handle it.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Variants

A warhound can have up to two of the following traits:

Robust. The warhound's Strength score increases by 2. This increases its bonuses to hit and damage rolls with its melee attacks, as well as Strength checks and saving throws, by 1.

Sturdy. The warhound's hit point maximum increases by an amount equal to twice its number of Hit Dice. If the warhound's hit points are enhanced, then it adds this trait's extra hit points on top of its new hit point maximum.

Clever. The warhound gains advantage on Intelligence, Wisdom, and Charisma checks and saving throws.

Stubborn. At the start of each of the warhound's turns, it regains hit points equal to its proficiency bonus (or that of its handler or companion, if any) if it has no more than half of its hit points left. It doesn't gain this benefit if it has 0 hit points. It also gains advantage on death saving throws.

Aggressive. As a bonus action, the warhound can move up to its speed toward a hostile creature it can see or hear.

Protective. As a reaction, the warhound can impose disadvantage on the attack roll of one creature it can see that is within 5 feet of it, provided the attack roll is against a creature other than the warhound.

Good Temperament. Friendly creatures within 30 feet of the warhound gain a +1 bonus to Charisma ability checks.

Beloved Companion. Friendly creatures within 30 feet of the warhound gain a +1 bonus to all saving throws.

Stormscale

Stormscale are elite warrior rogues that serve blue dragons. They bend lightning by using dragon magic, and use it to relentlessly pursue opponents. Hard to pin down, they are formidable foes who can turn the tide of battle.

Stormscale are famous for being able to fulfill multiple roles. They are feared as assassins who lock down spellcasters, or warriors who dash towards their opponents and take them by surprise. Stormscale are students of blue dragon masters, known as a maekrix, who teaches them a secretive form of magic at their conclaves, also known as a Stormshells. Blue dragons are renowned for not only creating half dragon offspring as loyal soldiers, but more so for treating their offspring with equal affection, both full and half dragons. They are aware of the limitations of their mortal offspring, as only a few can "ascend to dragonhood", and as such train them to fulfill different roles for their masters. Stormscale are usually half blue dragons, but many other races have been known to be "adopted" by blue dragons, after they sensed their distant blue dragon lineage.

Stormscale are taught how to draw raw magic from their blue dragon heritage, granting them supernatural abilities that allow them to dispatch targets with lightning speed.

Storm Conduit

Starting at 3rd level, when you use your Sneak Attack feature, you can choose to turn the Sneak Attack damage into lightning damage. If you do so, you can also cause a Lightning Arc. Choose another creature within 30 feet of the creature you attacked and force it to make a Dexterity saving throw (DC 8 + your Constitution modifier + your proficiency bonus). On a failure, it takes lightning damage equal to your rogue level.

Starting at 9th level, creatures that take lightning damage from you can't take reactions until the end of your next turn.

Unleashed Tempest

At 3rd level, you become quick as lightning. Your speed increases by 5 feet when you aren't wearing heavy armor. This bonus to your speed increases to 10 feet at 9th level, 15 feet at 13th level, and 20 feet at 17th level.

You also gain an additional way to use your Sneak Attack; you don't need advantage on the attack roll to use your Sneak Attack against a creature if you are within 5 feet of it, you have moved at least 15 feet away from where you began the turn (through teleportation or standard movement), and you don't have disadvantage on the attack roll. All other rules for Sneak Attack still apply to you.

Stormscale Armor

Stormscale are skilled at interweaving freely gifted dragon scales into light armor. This light armor gains the benefits of a Dragonfriend's Armor (page 87), except it counts as a studded leather armor and it has a base AC of 13 + Dex modifier.

Stormscale Agent

Beginning at 9th level, you can flare your draconic blood to smell the magic in the air. As a bonus action, you can detect the presence and location of any magic present within 60 feet of you. If the magic was caused by a spell, you learn its school. You also learn if any such magic was active or cast within the past 10 minutes, and the location of what it affected if that target is within 60 feet of you. Once you learn its location, you keep track of it for 1 minute or until it leaves your 60 foot radius. You can use this feature a number of times equal to your Constitution modifier (minimum of 1), and you regain all expended uses when you finish a long rest.

Cloudburst

At 13th level, you can use your bonus action to briefly become lightning. You end all effects on yourself that reduce your speed (such as the grappled and restrained conditions), and then teleport to an unoccupied space you can see within 30 feet of you. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Stormscale Mastery

Starting at 17th level, when a creature fails its Dexterity saving throw against a Lightning Arc, it becomes the source of a second arc that deals half as much damage as the first (rounded down). You can only generate one additional arc per attack this way. In addition, if a creature generates a Lightning Arc, and there are no other creatures within 30 feet of it that are hostile to you, you can cause the charge to rebound on that creature, dealing half as much lightning damage as the arc would have (rounded down).

Draconic Bloodline, Revised

Your innate magic comes from draconic magic that was mingled with your blood or that of your ancestors. Most often, sorcerers with this origin trace their descent back to a mighty sorcerer of ancient times who made a bargain with a dragon or who might even have claimed a dragon parent.

Dragon Ancestor

At 1st level, you choose one type of dragon as your ancestor. The damage type associated with each dragon is used by features of this subclass.

Dragon Ancestor

Dragon	Damage Type
Black, Copper, Steel	Acid
Silver, White	Cold
Brass, Gold, Red	Fire
Blue, Bronze	Lightning
Green	Poison
Celestial	Radiant
Sapphire	Thunder

You learn the *primal savagery* cantrip, and when you cast it its damage type changes to the one associated with your dragon ancestor. For you, this cantrip counts as a sorcerer cantrip.

When you cast the *fire bolt*, *burning hands*, *dragon's breath*, *flaming sphere*, *scorching ray*, *fireball*, and *delayed blast fireball* spells, you can choose to change their damage type to the one associated with your dragon ancestor. If changed, they won't ignite objects.

You can speak, read, and write Draconic. Whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

Draconic Resilience

As magic flows through your body, it causes physical traits of your dragon ancestors to emerge. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.

Additionally, parts of your skin are covered by a thin sheen of dragon-like scales. When not wearing armor and not wielding a shield, you can calculate your AC as 13 + your Dexterity modifier.

Elemental Affinity

Starting at 6th level, when you cast a spell that deals damage of the type associated with your dragon ancestor, you can add your Charisma modifier to one damage roll of that spell.

You learn the *absorb elements* spell, which doesn't count against your number of sorcerer spells known, and you can use it against poison and radiant damage. You can cast it by spending 1 sorcery point or by expending a spell slot.

If the damage that triggers this spell is of the type associated with your dragon ancestor, then you can cast it without expending a spell slot or spending a sorcery point. If you already have resistance to this damage type when casting it this way, then you cast it at a spell level that is equal to your proficiency bonus.

Dragon Wings

At 14th level, you gain the ability to sprout a pair of dragon wings from your back, granting you a flying speed equal to your walking speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn. Your clothes are magically changed to accommodate them, but armor has to be modified to accommodate them.

Additionally, you suffer none of the drawbacks of old age, you can't be aged magically, and your lifespan extends by 1000 years.

Draconic Presence

Beginning at 18th level, you have advantage on melee attack rolls against creatures that are frightened.

In addition, you can channel the dread presence of your dragon ancestor, causing those around you to become awestruck or frightened. As an action, you can spend 5 sorcery points to draw on this power and exude an aura of awe or fear (your choice) to a distance of 60 feet for 1 minute. The first time a Hostile creature starts its turn in this aura it must succeed on a Wisdom saving throw or be charmed (if you chose awe) or frightened (if you chose fear) until the aura ends. A creature that succeeds on this saving throw is immune to your aura for 24 hours.

New Metamagic Options

At your DM's discretion, the following metamagic options may be available to you.

Draconic Fury

Prerequisite: *Draconic Bloodline sorcerous origin*

When you cast the *primal savagery* cantrip, you can spend 3 sorcery points to imbue yourself with the fury of your dragon lineage for 1 minute. For the duration, whenever you cast your *primal savagery* cantrip, you can make an additional attack with it as a bonus action.

Elemental Ancestry

Prerequisite: *Draconic Bloodline sorcerous origin*

Whenever you deal damage of the type associated with your dragon ancestor, and this damage would be affected by resistance, you can spend 1 sorcery point to draw upon the energy of your ancestors and overwhelm any natural or magical resistances. All damage you deal until the end of your next turn ignores resistance against the damage type associated with your dragon ancestor.

Frightful Spell

Prerequisite: *Draconic Bloodline sorcerous origin*

When you cast a spell that forces one or more creatures to make a saving throw and at least one fails its saving throw, you can spend 2 sorcery points and choose one of the affected creatures that failed its saving throw. The target becomes frightened of you until the end of your next turn.

OPTIONAL: PSEUDODRAGON

Unlike wizards, sorcerers usually don't have familiars to act as their companions. A way around that is to gain the trust and friendship of a pseudodragon. This option is not a standard part of this revision and your DM must approve of it.

At your Dungeon Master's discretion you may be approached by a pseudodragon during your adventures. Due to its advantages, it is recommended that this happens around 5th level. After you have gained the pseudodragon's trust, usually gained over an extended period of time, you may bond with it. Your pseudodragon will gain the game statistics listed in this work instead of those in the *Monster Manual*, provided you are a sorcerer or wizard.

As an action, you can summon your Pseudodragon to appear within 5 feet of you, if it is willing. Should your pseudodragon die, then you can revive it with full health by expending a 1st level (or higher) spell slot. After you revive your pseudodragon, it will not approach you for (usually) 8 hours as it is upset that you allowed it to die. It will however not break the familiar bond it has with you, but be sure to pamper it afterwards, like you would a cat.

However, even though your pseudodragon loves being pampered, you must avoid calling it your "pet" at any cost, for there is a chance that it will leave you if you do. After all, your pseudodragon companion is your friend, not some kind of dog. Despite this, it loves being called cute names, and it adores being cuddled like a pet would.

Pseudodragons actually revel in the cuteness of their spoken name, and names like Snookie or Cuddles or Boo Boo are quite popular.

Pseudodragons are also famous for their venom, which is used as a magical ingredient, and fetches a high price on the market. Your pseudodragon will however not allow you to "milk" it, and if you slay it you can never bond with another pseudodragon again.

PSEUDODRAGON

Tiny dragon, neutral good

Armor Class 15 (natural armor)
Hit Points 9 + your level
Speed 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	14 (+2)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Dex +6, Con +4, Wis +3
Skills Perception +3, Stealth +6
Senses blindsight 10 ft., darkvision 60 ft, passive Perception 13
Languages Understands common and draconic but can't speak

Keen Senses. The pseudodragon has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

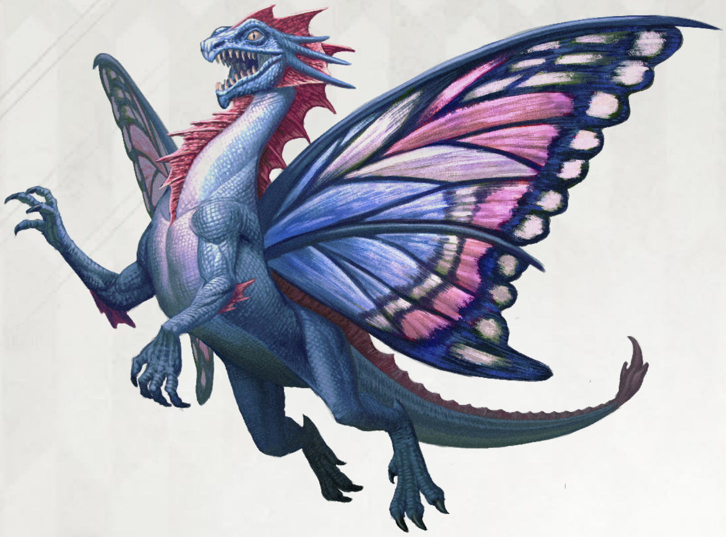
Magic Resistance. The pseudodragon has advantage on saving throws against spells.

Limited Telepathy. The pseudodragon can communicate simple ideas, emotions, and images telepathically with any creature within 100 ft. of it that can understand a language.

Familiar. This pseudodragon has a magic, telepathic bond with you. You can sense what the pseudodragon senses as long as you are within 1 mile of each other. You share its Magic Resistance trait if it is within 10 feet of you.

Actions

Sting. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 1d4 + 4 piercing damage. The target must succeed on a Constitution saving throw against your spell save DC -5, or fall unconscious for 1 minute. It wakes if it takes damage or another creature uses an action to wake it.



Faerie Dragon (variant)

Optionally, a DM can allow sorcerer and wizard players to bond with a faerie dragon instead of a pseudodragon.

The faerie dragon is a close relative of the pseudodragon, however they are especially mischievous, and often refered to as the pranksters of the wild. Like true dragons, faerie dragons grow stronger with age, but they mature much more quickly and live shorter lives. Because their predominant scale hue runs the colors of the rainbow over their lifetime, their color is a direct indicator of their age and power. However, faerie dragons who bond with wizards or sorcerers age more rapidly, while extending their overall lifespan. Your faerie dragon follows the same rules as a pseudodragon, and shares its stat block. However, it loses its Sting action and gains the following features:

Superior Invisibility. As a bonus action, the dragon can magically turn invisible until its concentration ends (as if concentrating on a spell). Any equipment the dragon wears or carries is invisible with it.

Innate Spellcasting. Innate Spellcasting. The dragon's spell save DC is equal to your own. It can innately cast a number of spells, requiring no material components. As you gain levels the dragon ages and changes color, and gains additional spells as shown below.

Level 3: Red, *dancing lights, mage hand, minor illusion*
Level 4: Orange, 1/day: *color spray*
Level 5: Yellow, 1/day: *mirror image*
Level 6: Green, 1/day: *suggestion*
Level 7: Blue, 1/day: *major image*
Level 8: Indigo, 1/day: *hallucinatory terrain*
Level 9: Violet, 1/day: *polymorph*

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage.

Euphoria Breath (Recharge 5–6). The dragon exhales a puff of euphoria gas at one creature within 5 feet of it. The target must succeed on a Wisdom saving throw against your spell save DC -3, or for 1 minute, the target can't take reactions and must roll a d6 at the start of each of its turns to determine its behavior during the turn:

1–4. The target takes no action or bonus action and uses all of its movement to move in a random direction.

5–6. The target doesn't move, and the only thing it can do on its turn is make a Wisdom saving throw against your spell save DC -3, ending the effect on itself on a success.

Items

Sorcerous Cleaver

Weapon (battleaxe), rare (requires attunement by a sorcerer)

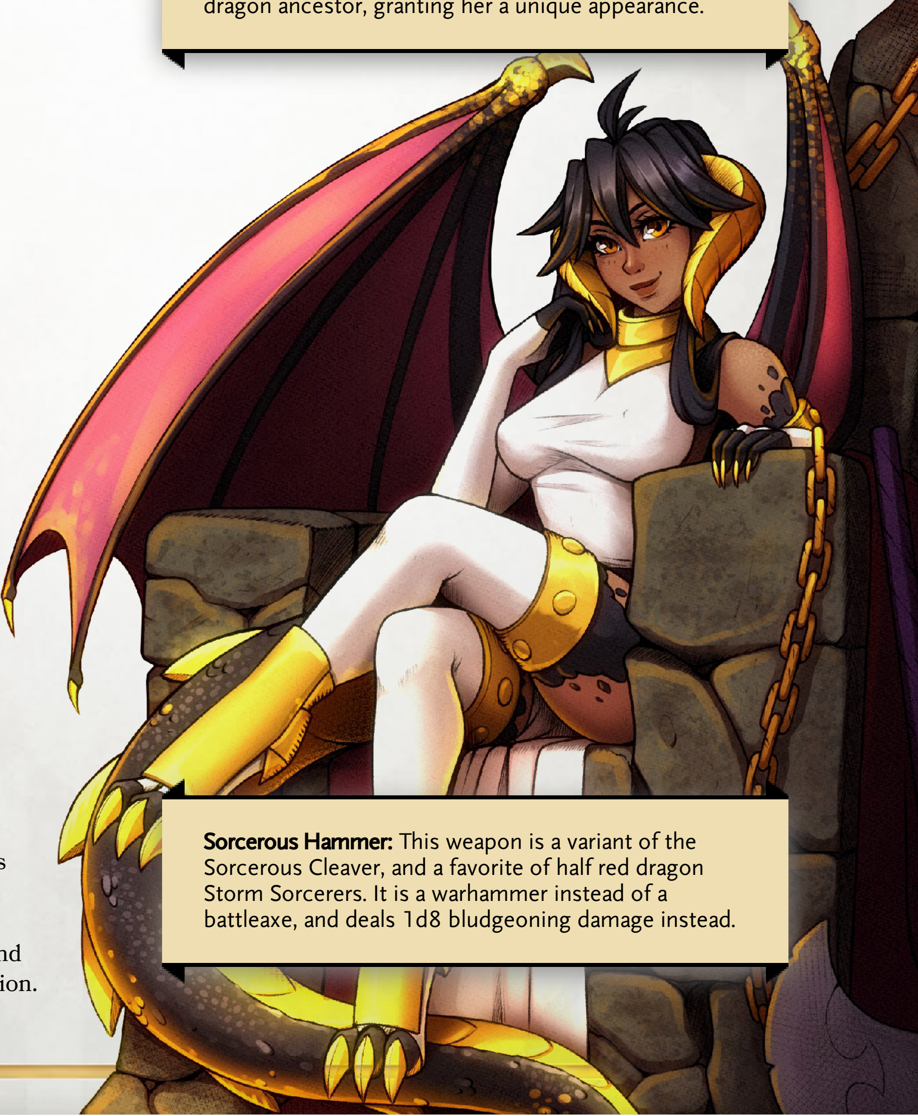
When making an attack roll with a spell, you can engulf the weapon with the spell's energy type and swing it into melee, or throw it towards your foes after which it instantly returns to your hand due to the spell's magic. You can also use a bonus action to summon it to your hand, if it is on the same plane of existence. You can use it as a spellcasting focus.

You gain a +1 bonus to attack and damage rolls made with this magic battleaxe. You are considered proficient with it even if you lack proficiency with battleaxes.

This battleaxe grants a +2 bonus to spell attack rolls. When you hit a creature with a spell that requires an attack roll, the target takes an extra 1d8 slashing damage.

NOTE: Although it is thematic, dragonborn and half dragon Draconic Bloodline players do not have to pick the same Dragon Ancestor as their racial Draconic Ancestry. This revision adds an additional benefit for players that do go that route, as they already have the dragon's resistance. But it is perfectly reasonable for a half dragon or dragonborn sorcerer to draw their power from one of their other dragon ancestors, granting them a mix of draconic traits from both bloodlines.

An example of this is the half black dragon sorceress below, whose magical might comes from her gold dragon ancestor, granting her a unique appearance.



Sorcerous Hammer: This weapon is a variant of the Sorcerous Cleaver, and a favorite of half red dragon Storm Sorcerers. It is a warhammer instead of a battleaxe, and deals 1d8 bludgeoning damage instead.

OPTIONAL: CLASS FEATURES

Throughout the history of Dungeons and Dragons the sorcerer class has been known for the flexibility of its spellcasting. In 5th Edition, this is achieved through their Font of Magic and Metamagic features that allow them to augment their spells with additional, unique effects. However, in practice the sorcerer class has the smallest number of spells known and the most restrictive spell list of any spellcasting class, limiting the amount of spells that the sorcerer can manipulate with their features. To remedy this, these optional features give sorcerers their Spell Flexibility feature from Unearthed Arcana back, and give several sorcerous origins an expanded spell list known as Origin Spells. This increases their number of spells known, and provides some sorcerous origins with additional benefits.

SPELL VERSATILITY

At 1st level, a sorcerer gains the Spell Versatility feature.

SPELL VERSATILITY

1st-level sorcerer feature

Whenever you finish a long rest, you can replace one spell you learned from your sorcerer Spellcasting feature with another spell you can learn from that feature. The new spell must be the same level as the spell you replace.

ORIGIN SPELLS

At 1st level, a sorcerer gains the Origin Spells feature.

ORIGIN SPELLS

1st-level sorcerer feature

You learn additional spells associated with your sorcerous origin when you reach certain levels in this class, as shown on the Origin Spells tables. Each spell counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know, and it can't be replaced.

DIVINE SOUL ORIGIN SPELLS

Sorcerer level	Spells
1st	*guiding bolt, sanctuary*
3rd	*aid, enhance ability*
5th	*beacon of hope, revivify*
7th	*aura of purity, guardian of faith*
9th	*dispel evil and good, raise dead*

DRACONIC BLOODLINE ORIGIN SPELLS

Sorcerer level	Spells
1st	*burning hands, chromatic orb*
3rd	*dragon's breath, see invisibility*
5th	*fear, fireball*
7th	*elemental bane, stoneskin*
9th	*dominate person, hold monster*

SHADOW MAGIC ORIGIN SPELLS

Sorcerer level	Spells
1st	*inflict wounds, silent image*
3rd	*invisibility, shadow blade*
5th	*fear, hunger of hadar*
7th	*phantasmal killer, shadow of moil*
9th	*mislead, negative energy flood*

Shadow Magic, variant: When you kill a creature with the *negative energy flood* and *finger of death* spells, it raises a shadow (*MM* page 269) instead of a zombie. Shadows created this way cannot create new shadows on their own.

STORM SORCERY ORIGIN SPELLS

Sorcerer level	Spells
1st	*thunderous smite, thunderwave*
3rd	*gust of wind, shatter*
5th	*call lightning, sleet storm*
7th	*ice storm, storm sphere*
9th	*destructive wave, maelstrom*

Storm Sorcery, variant: When you cast a spell that deals lightning or thunder damage, or a spell from your Origin Spells feature, that affects creatures that you can see, you can choose which creatures are affected by the spell. You gain proficiency with light armor, shields, and martial weapons. At 6th level, you can cast the *thunderous smite* and *thunderwave* spells without expending a spell slot.

WILD MAGIC ORIGIN SPELLS

Sorcerer level	Spells
1st	*chaos bolt, tasha's hideous laughter*
3rd	*crown of madness, misty step*
5th	*blink, enemies abound*
7th	*confusion, polymorph*
9th	*animate objects, synaptic static*

Wild Magic, variant: At 6th level, when you cast any of the spells learned from your Origin Spells feature, you can cast it by expending a spell slot as normal or by spending a number of sorcery points equal to the spell's level. Once per turn when you spend sorcery points, you can reduce the cost of the effect by 1 sorcery point, but the DM can have you immediately roll on on the Wild Magic Surge table.

Variant Half Red Dragon: Some half red dragons are blessed by the storms, and can exchange their +2 Strength and +1 Constitution ability score increase with a +2 Charisma and +1 Strength increase instead.

THE DRAGON STUDENT

The Dragon Student is an unusual patron, as you are the one teaching it. Your power comes from your dragon student, but it is you who helps it harness this awesome power. Technically this power comes from Io, the dragon primordial of creation, who gifted this power as an otherworldly patron. But it's your dragon student who grants it to you directly. This is why you are more warlock than wizard.

You are a Dragon Master, a young student of the Darastrix Academy. At a young age you were bonded with a dragon wyrmling, entrusted to you by its dragon parent. Even though you are a student, you are a master in your own right to your dragon wyrmling, as you teach it to harness its power. Due to the bonding, your wyrmling shares your drive to learn its dragon magic quickly, at the cost of other aspects of its draconic might being weakened. Although you are technically a wizard, the bond that you have made with your dragon has granted you access to its awesome dragon magic, but in exchange your own studies towards the arcane have been limited. Moreover, due to your bond you share some of the dragon's temperament, and you are inclined to actively seek out the joy of adventure. Now you and your dragon wyrmling bonded partner go out on adventures, as you seek to put the power of dragon magic into practice, regardless of your young age. Most Dragon Masters are human, but half dragons have been known to teach siblings. Celestial, gem, and steel dragons don't send their young to become dragon students, due to their secretive nature and strict traditions.

Your magical bond with your dragon companion grants you access to its powerful dragon magic in addition to your own mortal magic. For example, a *Bigby's hand* would look like a fist when cast by a humanoid, and as a flaming claw when cast by its red dragon student. And even though you still need to study, most of your magical power comes from this bond. As such, Dragon Masters have a saying when it comes to their dragons: You teach me and I teach you.

EXPANDED SPELL LIST

You can choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

DRAGON STUDENT EXPANDED SPELLS

Warlock Level	Spells
1st	*absorb elements, shield*
3rd	*dragon's breath, flaming sphere*
5th	*fireball, lightning bolt*
7th	*freedom of movement, wall of fire*
9th	*bigby's hand, cone of cold*

BONDED DRAGON

At 1st level you become bonded with a dragon wyrmling, whom you help get in touch with its powerful dragon magic. The Dragon is friendly to you and your companions and obeys your commands. See its game statistics in the Dragon Student stat block, which uses your proficiency bonus (PB) in several places. You must choose your dragon student's dragon type from the Dragon Student table.

In combat, your dragon acts after your turn. It can move and use its reaction on its own, but the only action it takes is the Dodge action, unless you take an action on your turn to command it to take another action. That action can be one in its stat block or some other action. It can use its action to cast or use a spell. If a spell requires a reaction or bonus action, you must use yours to allow your dragon to cast the spell. If you are incapacitated, your dragon can take any action of its choice, except casting spells. If your dragon has died, you can use your action to touch it and expend a 1st level or higher spell slot. It returns to life after 1 minute with all its hit points restored. You can also fully heal your dragon this way while it's alive and you are both out of combat, but entering combat during this minute will waste the spell slot. Whenever your dragon becomes stabilized it immediately regains 1 hit point. Your dragon regains all its hit points after finishing a short or long rest. Each type of dragon has a unique trait as described in the Dragon Companion section. When you damage a creature yourself, you can expend one use of your dragon's Elemental Bite to gain one of its benefits yourself. You can do so a number of times per day equal to your Intelligence modifier (minimum of 0).

You can speak, read, and write Draconic. Whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

DRAGON STUDENT

Medium dragon (see Sturdy Build), see Dragon Companion for its alignment

Armor Class 13 + PB (natural armor)
Hit Points 5 + five times your warlock level
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	12 (+1)	12 (+1)	15 (+2)

Saving Throws Dex +1 plus PB, Cha +2 plus PB
Skills Perception +1 plus PB
Damage Immunities your dragon gains immunity against its damage type as listed in the Dragon Student table
Condition Immunities poisoned (green dragon student only)
Senses darkvision 60 Ft., passive Perception 11 plus PB
Languages it shares your known languages

Sturdy Build. Your dragon counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift, and for the purpose of carrying a rider. Your dragon counts as large for all purposes that would grant it additional benefits, such as the Mounted Combatant feat. You can ride your dragon as a mount.

Glide. Your dragon is unable to fly until 6th level, however when falling it can can use its reaction to slow its descent, as if under the effects of a *feather fall* spell. It can move one foot horizontally for each foot that it falls this way. If you are falling as well within 60 feet of your dragon, then it can move towards you and immediately cause you to be mounted as part of an object interaction.

Elemental Bite (PB/Day). When your dragon hits a target with its bite, it can deal extra damage of its associated damage type, or regain hit points. The amount of either option is equal to 1d6 + your warlock level.

Actions (Requires Action/Bonus Action)

Bite. *Melee Weapon Attack:* +3 plus PB to hit, reach 5 ft., one target. *Hit:* 1d8 + 1 plus PB piercing damage.

Dragon Magic

At 1st level, you and your dragon share the same spell slots, and you can both cast your known warlock spells. However, the damage type of your *eldritch blast*, and all spells that your dragon casts (if and when they deal damage), is changed to the damage type associated with your dragon student, as listed in the Dragon Student table. Your dragon can cast *eldritch blast* as a melee spell attack. Your dragon uses your Charisma modifer for its spells, and shares your spell save DC and spell attack modifiers. Only you can maintain concentration on spells you both cast. Your dragon can cast spells without requiring material components, except material components that have a cost. As an action, you can expend a spell slot to summon your dragon into an unoccupied space within 60 feet of you. You can also summon your dragon's body this way if it has died.

You must choose the Pact of the Dragon as your Pact Boon feature at 3rd level, which is a pact that can only be chosen by this subclass.

Gifted Instructor

At 6th level, your firsthand experience with dragon magic has advanced your own studies substantially, and in return you have taught your dragon how to fly again.

You gain proficiency in Intelligence saving throws. Whenever you make an Intelligence skill check, you can add your Charisma modifier (minimum of 1) to the check.

When you cast a Warlock spell yourself that affects other creatures that you can see, you can choose a number of them equal to your Charisma modifier (minimum of 1). The chosen creatures automatically succeed on their saving throws against the spell and take no damage from the spell.

In addition, your dragon gains a flying speed of 30 feet.

Mystic Arcanum: True Polymorph

If you choose the true polymorph spell as your Mystic Arcanum at 17th level, provided the Dragon Student is your patron, then when you cast this spell on your dragon it will willingly transform into a dragon of the same type with a CR equal to or lower than your level. It cannot change into a different creature this way. While your dragon is transformed this way, you no longer need to use your bonus action to issue a command to your dragon. You must still use your action to command your dragon to cast or use a spell. If you have the Dragon Rider invocation, you can use your bonus action to command your dragon to cast a cantrip that way, and it can still use one more action.

Dragon Student

Dragon	Damage Type	Breath Weapon
Black	Acid	5 by 30 ft. line (Dex. Save)
Blue	Lightning	5 by 30 ft. line (Dex. Save)
Brass	Fire	5 by 30 ft. line (Dex. Save)
Bronze	Lightning	5 by 30 ft. line (Dex. Save)
Copper	Acid	5 by 30 ft. line (Dex. Save)
Gold	Fire	15 ft. cone (Dex. Save)
Green	Poison	15 ft. cone (Con. Save)
Red	Fire	15 ft. cone (Dex. Save)
Silver	Cold	15 ft. cone (Con. Save)
White	Cold	15 ft. cone (Con. Save)

Dragon Magic Mastery

At 10th level, your student's mastery of dragon magic has reached new heights, as has your bond. When you command your dragon to cast a warlock spell that deals damage, it adds your Charisma modifier (minimum of 1) to one damage roll of that spell.

Moreover, when you or your dragon cast a spell targeting yourselves, you can also affect the other with the spell if you are within 30 feet of each other.

Aerial Superiority

At 14th level, your dragon's flying speed is increased to 50 feet, and it doesn't provoke opportunity attacks when it flies out of an enemy's reach (nor does its rider).

While you are mounted on your dragon, you can force a direct attack targeted at you to target your dragon instead, as it shields you from ongoing attacks. Area effects still affect the both of you normally.

Pact of the Dragon

Pact Boon feature, requires the Dragon Student patron

When you command your dragon to cast or use a warlock spell, and a creature was hit by this spell or failed its saving throw against it, then your dragon gains temporary hit points equal to 1 + your proficiency bonus. It can only gain temporary hit points this way once per turn.

You can now issue a command to your dragon as a bonus action instead of an action, except when you command it to cast or use a spell (the Dragon Rider invocation is an exception to this rule). You can only issue one command per turn.

DRAGON COMPANION

Each dragon type is unique, and has certain quirks that Dragon Masters should take into account when teaching their dragon student. The alignment mentioned for each dragon type is its racial alignment, but the bond can have an influence on the dragon. In addition, each type of dragon has a unique trait, granting you both additional benefits:

BLACK DRAGON (CHAOTIC EVIL)

The black dragon wyrmling is a fierce creature, who always seems to be angry about something. It likes to spit acid at anything that moves, and even things that don't move. The black wyrmling is one of the most difficult to teach dragons, but those that earn their respect will gain a capable student. It is known as the most evil of dragons, but with a strong enough bond, usually gained through respect for its Dragon Master's power, it can be surprisingly loyal. Provided its Dragon Master lets it kill other creatures from time to time.

Swamp Dweller (unique trait): Your black dragon has a swim speed of 30 feet, and it can breathe air and water. It can eat rotten and spoiled food without any penalties. The *melf's acid arrow*, *vitriolic sphere*, and *insect plague* spells count as warlock spells for you. Additionally, you and your dragon gain proficiency in the Stealth skill (+1 plus PB in its stat block).

BLUE DRAGON (LAWFUL EVIL)

Although a blue dragon Wyrmling is not as ferocious as a black one, it loves to hunt. It also has an innate talent for strategies, and loves it when you involve it into planning a battle. It learns quickly and is rather easy to teach, however the difficult part is getting its parent's trust, as blue dragons are known to be affectionate and caring parents. Like adult blue dragons, it loves to fool others with its illusionary magic.

Desert Stalker (unique trait): Your blue dragon knows the *minor illusion* cantrip, but only your dragon can cast it. The *create or destroy water*, *call lightning*, *storm sphere*, and *mirage arcane* spells count as warlock spells for you.

When you use your action or bonus action to command your blue dragon to take the Hide action, it can burrow itself just below the surface into non-rock earth, after which it gains a burrow speed of 15 feet through non-rock earth until it re-emerges for free while near the surface. Its vision, breathing, and hearing is unhindered, unless it burrows deeper than 15 feet. It cannot interact with the surface while burrowed, nor can it burrow this way while carrying a rider. While burrowed, your dragon has total cover, and creatures suffer a -5 penalty to their ability checks to find it.

BRASS DRAGON (CHAOTIC GOOD)

Young brass dragons love to talk, and will talk to anyone whether the other being talks back or not. If no one stops to talk to the wyrmling, it will talk to itself. Talking and listening to your wyrmling is one way to ensure that the wyrmling will bond to you, as brass dragons are very social creatures.

Talkative Dragon (unique trait): Your brass dragon can cast the *comprehend languages* spell as a ritual. The *speak with animals* spell counts as a warlock spell for you, and when you learn it your dragon can cast it as a ritual. Additionally, you and your dragon gain proficiency in the Persuasion skill (+2 plus PB in its stat block).

When you use your action or bonus action to command your brass dragon to take the Hide action, it can burrow itself just below the surface into non-rock earth, after which it gains a burrow speed of 15 feet through non-rock earth until it re-emerges for free while near the surface. Its vision, breathing, and hearing is unhindered, unless it burrows deeper than 15 feet. It cannot interact with the surface while burrowed, nor can it burrow this way while carrying a rider. While burrowed, your dragon has total cover, and creatures suffer a -5 penalty to their ability checks to find it.

BRONZE DRAGON (LAWFUL GOOD)

Think about a playful puppy or kitten, add a strong desire to help others, and you understand what a bronze dragon wyrmling is all about. The best way to bond with your dragon is to help the bronze wyrmling help others. It loves tales about heroic knights, and will often want to ride you into battle. It loves to swim, and its favorite food is sharks.

Valorous Dragon (unique trait): Your bronze dragon has a swim speed of 30 feet, and it can breathe air and water. It has advantage on saving throws against being frightened, which you also gain while you ride it. The *detect thoughts*, *create food and water*, *tidal wave*, *water breathing*, *water walk*, *control water*, *maelstrom* and *tsunami* spells count as warlock spells for you, and if cast by your dragon while they affect one or more creatures that you can see, you can choose which of those creatures are affected by these spells. When you learn the *water breathing* spell, your dragon can cast it as a ritual.

COPPER DRAGON (CHAOTIC GOOD)

The copper dragon wyrmling loves a challenge, usually of the mental kind. A riddle, a pun, a silly poem, any of these are certain to keep the wyrmling near you. The copper wyrmling loves to unravel mysteries, so it might wander from your side to discover something new. The Wyrmling also enjoys physical challenges such as a quick battle or a hunt for small creatures to eat, like spiders and centipedes. It also loves to shape the earth with its magic, and play pranks on others.

Earth Shaper (unique trait): Your copper dragon has a climb speed of 30 feet. It knows the *mold earth* cantrip, but only your dragon can cast it. The *meld into stone*, *stone shape*, *vitriolic sphere*, *cloudkill*, *wall of stone*, and *move earth* spells count as warlock spells for you. When you learn the *meld into stone* spell your dragon can cast it as a ritual, which will cause you both to become affected by this spell, during which you remain fully aware of your surroundings.

GOLD DRAGON (LAWFUL GOOD)

A gold dragon wyrmling makes an excellent candidate for a dragon student, as the wyrmling's parents will often send it off to be fostered by another family, to help it learn about the world, and a Dragon Master is a decent alternative. Like adult gold dragons it seeks to fight evil in a cunning way. Note that your wyrmling lacks the tentacle whiskers and horns that distinguish older gold dragons. It is fond of having pearls and gems in its diet, if you can afford it.

Evil's Bane (unique trait): Your gold dragon has a swim speed of 30 feet, and it can breathe air and water. Whenever your dragon would deal fire damage to fiends and undead creatures, it deals radiant damage instead. It gains proficiency in Wisdom saving throws (+1 plus PB in its stat block). The *bless*, *slow*, *globe of invulnerability*, *delayed blast fireball*, *maze*, and *sunburst* spells count as warlock spells for you.

Green Dragon (lawful evil)

Green dragon wyrmlings despise anything fun or silly. As such, if you choose to teach a green dragon, you'd better not laugh. Make certain your green wyrmling remains well fed at all times. Otherwise you may find your dragon gobbling up any unsuspecting food source in its path. Green dragons will eat anything if they are hungry enough, from trees and other plants to elves and sprites. All green dragons have a black hide when they first emerge from their eggs. As the dragon matures, its scales fade to a glossy shade of green.

Forest Dragon (unique trait): Your green dragon has a swim speed of 30 feet, and it can breathe air and water. Your dragon can cast the *entangle* spell once with this trait, and it regains the ability to do so after finishing a long rest. The *entangle*, *plant growth*, *confusion*, *cloudkill*, and *dominate person* spells count as warlock spells for you.

Red Dragon (chaotic evil)

Red dragons are the most powerful but also the most difficult to teach dragon students. They are proud and prefer to make achievements without the help of others, though thanks to your bond your dragon will make an exception for you. It often refuses to abandon a fight it has started, and it loves to fight. They enjoy burning things, especially things made by people.

Proud Tyrant (unique trait): Your red dragon has a climb speed of 30 feet. Additionally, it has advantage on saving throws against being charmed or frightened. Your dragon can cast the *identify* spell as a ritual. The *locate object*, *fire shield*, and *immolation* spells count as warlock spells for you.

Silver Dragon (lawful good)

You will find that this wyrmling is constantly around you, as it finds humanoids (especially humans) fascinating. They always want to know why humanoids act as they do or perform certain tasks. Satisfying your wyrmling's curiosity is one way to form a strong bond with it. The wyrmling also has an insatiable need to help others, and likes being appreciated. Silver dragons also love to fly, so keep in mind that the bond's early hindrance of its draconic flight is a sensitive topic, and that it chooses not to complain on its own accord because it doesn't want you to think of it as a burden, as it truly desires to help you in any way it can.

Dragon of the skies (unique trait): While gliding, your dragon is able to move two feet horizontally for each foot that it falls. At 6th level, its flying speed is increased to 40 feet, and at 14th level its flying speed is increased to 60 feet. It can move on top of clouds as if they are solid ground. The *gust of wind*, *ice storm*, *reverse gravity* and *whirlwind* spells count as warlock spells for you, and if cast by your dragon while they affect one or more creatures that you can see, you can choose which of those creatures are affected by these spells.

White Dragon (chaotic evil)

The white dragon has a very different view of the world, and is generally known for its non-social attitude and preference for physical action. The trick to teaching white dragon wyrmlings is to use food. This dragon focusses on survival, so you must show it that it's safe around you, as well as well fed. If you do, then it will consider your survival its survival.

Hardy Survivor (unique trait): Your white dragon has a swim speed of 30 feet. It can walk over icy and cold surfaces as if under the effect of the *spider climb* spell. When your dragon casts *armor of agathys*, the temporary hit points and damage dealt by the spell increase by a number equal to your Charisma modifier. The *ice knife*, *ice storm* and *wall of ice* spells count as warlock spells for you. You and your dragon gain proficiency in the Survival skill (+1 plus PB in its stat block).

NEW ELDRITCH INVOCATIONS

When you gain invocations outside of the ones listed here, that refer to you (such as the Agonizing Blast invocation), they also apply to your dragon companion.

BREATH WEAPON

Prerequisite: *eldritch blast cantrip, Bonded Dragon feature.*

Dragon magic is elemental magic, and a dragon's breath weapon is one of the simplest expressions of this power. Although the bond has weakened many of your Dragon's draconic attributes, it has enhanced its magical potential, and this invocation brings back some of its lost power.

When you command your Dragon to cast *eldritch blast*, you can choose to change it into an area attack with a DC saving throw, which is different for each dragon and listed in the Dragon Student table. It damages all creatures in the area. Instead of firing additional beams, its breath weapon deals an additional 1d10 damage at 5th level, 11th level, and 17th level this way. A creature takes half damage on a successful save.

If you possess the Agonizing Blast invocation, then when you deal damage with your *eldritch blast* cantrip this way, each creature that suffers damage takes additional damage of the same type equal to your Charisma modifier (minimum of 1) times the number of d10's of this breath weapon.

DRAGON WARRIOR

Prerequisite: *Pact of the Dragon feature.*

You gain proficiency with medium armor, shields, and martial weapons.

Whenever you finish a long rest, you can touch one melee weapon that you are proficient with and that lacks the two-handed property. When you attack with that weapon, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls. It counts as a magic weapon. This benefit lasts until you finish a long rest.

DRACONIC SMITE

Prerequisite: *5th-level, Pact of the Dragon feature*

Once per turn when you hit a creature with a melee weapon, you can expend a warlock spell slot to deal an extra 1d8 damage of the type associated with your dragon student to the target, plus another 1d8 per level of the spell slot, and you can knock the target prone if it is Huge or smaller.

Flying creatures will count as prone for game mechanics.

IMPROVED BREATH WEAPON

Prerequisite: *5th-level, Breath Weapon invocation, Pact of the Dragon feature.*

When you command your dragon to cast *eldritch blast* as a breath weapon, you can double its range (a cone becomes 30-foot, and a line becomes 60-feet long and 10 feet wide).

IMPROVED DRAGON WARRIOR

Prerequisite: *5th-level, Dragon Warrior invocation, Pact of the Dragon feature.*

You can use any weapon that you enhanced with your Dragon Warrior invocation as a spellcasting focus for your warlock spells. You can summon it to your hand as an action as long as it is on the same plane of existence as you. Once on each of your turns, when you hit a creature with this weapon, the creature takes an extra 1d8 damage of the type associated with your dragon student. When you reach 14th level, the extra damage increases to 2d8.

ADVANCED DRAGON MAGIC

Prerequisite: *7th-level, Pact of the Dragon feature.*

Your dragon's bite deals additional damage equal to your Charisma modifier (minimum of 1) of the type associated with your dragon student. In addition, all its attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

When your dragon receives temporary hit points through the Pact of the Dragon feature, you can add your Charisma modifier (minimum of 1) to this amount.

DRAGON RIDER

Prerequisite: *7th-level, Pact of the Dragon feature.*

When you take the Attack action on your turn to make a melee weapon attack (or the Ready action to prepare a melee weapon attack) while riding your dragon, you can now use your bonus action to command your dragon to cast a cantrip spell. You can only make one attack with the Attack action this way. You and your dragon combined can only cast one spell per turn this way.

GIFTED STUDENT

Prerequisite: *7th-level, Pact of the Dragon feature.*

The number of temporary hit points that your dragon receives through the Pact of the Dragon feature increases by 3. When your dragon receives these temporary hit points, you can give them to another creature you can see (including yourself) within 60 feet of your dragon instead. Afterwards, that creature cannot receive temporary hit points this way again until it finishes a short or long rest.

When your dragon regains hit points while in combat, you can choose to regain these hit points yourself instead, provided you are within 60 feet of your dragon.

ELEMENTAL FURY

Prerequisite: *12th-level, Pact of the Dragon feature.*

All damage that you and your dragon deal ignores resistance against your dragon student's damage type.

COMBINE MAGIC

Prerequisite: *15th-level, Pact of the Dragon feature.*

If a Dragon Master shares a particularly strong bond with his or her dragon, the pair can even cast spells together that combine the best of the mortal and dragon forms of magic, going where no mortal or dragon could go before.

When you use your action to command your dragon to cast a warlock spell that expends a spell slot and deals damage, you can use your bonus action to deal maximum damage with that spell if your dragon is within 30 feet of you. When you use this feature, you can choose any number of creatures that you can see. The chosen creatures automatically succeed on their saving throws against the spell and take no damage from the spell.

The first time you do so, you and your dragon each suffer 2d12 force damage due to the feedback. If you use this invocation again before finishing a long rest, the force damage increases by 2d12. This damage ignores temporary hit points, resistance, and immunity.

Dracolich Initiate

> *"I never blamed my parents, they only did what any parent should, protect their child. Unfortunately, sometimes parents do all the wrong things for all the right reasons."*
> — Zehir Dragonsong

Although every half dragon has the potential to become a mighty dragon, their early lives are fragile. Some more than others. There are some diseases that magic, arcane or divine, can not heal. Or whose methods of healing are outside the reach of those who need it. Sometimes the parents will go to any length to save the life of their child, as it threatens to lose its hold on this world. Those truly desperate will seek out blue dragons or half blue dragons to request an altered Dracolich Brew. Although the brew that they attain is nowhere near the potential of the normal brew used to create dracoliches, its altered and watered down form does grant those that drink it immunity against any diseases. In exchange however, it slowly kills those who take it, forcing them into a life of arcane study if they wish to "live". Through these studies, these desperate wizards hope to understand and use the effects of the altered Dracolich Brew to transform into a lich before the brew kills them. Most dracolich initiates are half blue dragons, but any half dragon can take this option. Those that follow this path are not necessarily evil, however those that work for Tiamat can again experience the mortal pleasures they lost before, making it tempting to join her dark path. Those that don't follow Tiamat often become content with the study of the arcane and attaining power and knowledge.

Prerequisites

Only half dragons can take the altered Dracolich Brew and survive to become dracolich initiates, after which they receive the changes described below. If you choose this half dragon variant, you must choose the wizard class at 1st level, and you must choose the School of Necromancy arcane tradition at 2nd level. You cannot multiclass into another class once you've chosen this variant.

Dracolich Initiate variant

You can choose this variant upon character creation, and it can be applied to any half dragon subrace. You can ascend to dragonhood like any half dragon can, but when you ascend you become a dragon of your chosen racial dragon type with the Dracolich template (*Monster Manual* page 83), which does not affect the maximum CR of your True Dragon Form. At 13th level, you transform into a **lich** as described in the *Grim Hollow Campaign Guide* (page 46), without having to meet the Prerequisites. Because of your rigorous studies towards achieving lichdom, you do not need to complete the Ritual of Dread.

When choosing this variant, you gain the following changes to the racial traits of your half dragon subrace:

- You lose your standard Ability Score Increase, and instead your Intelligence score increases by 2, and your Constitution score increases by 1.
- Your Draconic Ancestry remains the same.
- Instead of your half dragon subrace's unique draconic trait, you gain the Dracolich Initiate trait listed below.

Dracolich Initiate

You are immune to diseases, and your skin is enhanced by your magic affinity. When not wearing armor and not wielding a shield, you can calculate your AC as 10 + Your Dexterity modifier + your Intelligence modifier.

You know the *primal savagery* cantrip, and when you cast it its damage type changes to necrotic. For you, this cantrip counts as a wizard cantrip. Your breath weapon and *primal savagery* cantrip both count as 1st level spells (but not necromancy spells) for the Grim Harvest feature while you have less than half your maximum hit points remaining.

School of Necromancy, Revised

Necromancy Savant

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a necromancy spell into your spellbook is halved. All necromancy spells count as wizard spells for you, regardless of class restrictions.

Grim Harvest

At 2nd level, when you deal damage to another creature with a 1st level or higher spell, provided the creature isn't a construct or undead, you can use your reaction to regain hit points equal to half the amount of damage you dealt to that creature (rounded down). If the damage is dealt by a 1st level or higher necromancy spell, you can choose to gain a number of temporary hit points equal to this amount instead. This feature can only target one creature per round.

Undead Thralls

Starting at 6th level, you can verbally command undead creatures you control without having to spend any actions. In addition, you add the *animate dead* and *summon undead* spells to your spellbook if they are not there already. When you cast *animate dead*, you can target one additional corpse or pile of bones, creating another undead, as appropriate. You can also cast this spell on one non-humanoid corpse, provided its number of hit dice are equal to or lower than your level. It retains its statistics, and gains the zombie NPC feature (*Dungeon Master's Guide* page 282). You can only control one corpse animated this way at a time. The zombie mentioned in this subclass references the standard zombie, and not this animated corpse. The grave bolt ranged spell attack of your *summon undead* spirit counts as a weapon.

When you create an undead using a necromancy spell, it has additional benefits (except for the mob of zombies):

- The creature's hit point maximum is increased by an amount equal to your wizard level.
- The creature adds your proficiency bonus to its weapon damage rolls.

Dreadful Summoner

Also at 6th level, you can create a pocket dimension where you can store your undead minions. As an action, you can send any number of undead you control and can see into this dimension, or summon any number that are already there into unoccupied spaces within 60 feet of you. If you lose control over an undead while it is in this pocket dimension, it will appear into an unoccupied space closest to the space where they were before being sent to this dimension. You can choose to destroy an undead you created when you lose control over it while it is in this dimension. You can also use your action this way to store (or summon back) any number of corpses or piles of bones that you can see within 60 feet of you within this dimension. Undead you control can take their turn on your initiative instead of their own.

Inured to Undeath

At 10th level, you have resistance to necrotic damage, and your hit point maximum can't be reduced. You have spent so much time dealing with undead and those that create them that you've become inured to some of their worst effects.

In addition, whenever you create an undead using a necromancy spell, it has additional benefits:

- If the creature is not a mob of zombies, it gains the Undead Fortitude trait. If it already has this trait, then the DC of its Undead Fortitude is reduced by 5 instead.
- It can calculate its AC as 10 + your proficiency bonus, provided it is not a zombie or mob of zombies. This amount can not be increased by any armor or shield.

As an action, you can combine 4 to 10 zombies you control and can see into a mob of zombies that you control (if each zombie is within 5 feet of another of those zombies), or separate the mob if you can see it and it has its maximum hit points. Any wounds the zombies have are transferred to the mob. When the mob is killed, all zombies that were combined in it are destroyed. If you lose control over a zombie in the mob, then that zombie is immediately destroyed.

Undead Fortitude. If damage reduces the undead to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the undead drops to 1 hit point instead.

Command Undead

Starting at 14th level, you can use magic to bring undead under your control, even those created by other wizards. As an action, you can choose one undead that you can see within 60 feet of you. That creature must make a Charisma saving throw against your wizard spell save DC. If it succeeds, you can't use this feature on it again for the next 24 hours. If it fails, it becomes friendly to you and obeys your commands until you use this feature again.

Intelligent undead are harder to control in this way. If the target has an Intelligence of 8 or higher, it has advantage on the saving throw. If it fails the saving throw and has an Intelligence of 12 or higher, it can repeat the saving throw at the end of every day until it succeeds and breaks free.

Mob of Zombies

Large mob of medium undead, neutral evil

Armor Class 8
Hit Points 30 times the number of zombies (Hit Dice [d10s] equal to 3 times the number of zombies)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 Ft., passive Perception 8 plus PB (your proficiency bonus)
Languages understands you but can't speak

Greater Undead Fortitude. If damage reduces the mob of zombies to 0 hit points, it must make a Constitution saving throw with a DC equal to the damage taken. On a success, the mob of zombies drops to 1 hit point instead.

Actions

Multiattack. The mob of zombies makes a number of slam attacks equal to the number of combined zombies.

Slam. *Melee Weapon Attack:* +1 plus PB to hit, reach 5 ft., one target. *Hit:* 1d6 plus PB bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 11).

CHAPTER 3

Additional Content

BACKGROUNDS

HALF DRAGON BROOD

You were raised amongst a subrace of half dragons, leading you to know many things about their unique culture. You pick a color of half dragon you grew up amongst from the chart below. The type of half dragon you were raised among determines your skill and tool proficiencies, as well as the language(s) you can speak. If you would gain the same proficiency (skill or tool) or language from a different source, you can choose a different proficiency of the same kind (skill or tool) or different language instead. You receive the same equipment regardless of choice.

Color	Proficiencies
Black	**Skill Proficiencies:** Survival, Stealth **Tools:** Smith's Tools **Languages:** Draconic
Blue	**Skill Proficiencies:** Persuasion, Intimidation **Tools:** Disguise Kit **Languages:** Draconic
Brass	**Skill Proficiencies:** History, Persuasion **Languages:** Draconic and two other languages of your choice.
Bronze	**Skill Proficiencies:** Intimidation, Insight **Tools:** Mason's Tools **Languages:** Draconic
Celestial	**Skill Proficiencies:** Insight, Perception **Tools:** Herbalism Kit **Languages:** Draconic
Copper	**Skill Proficiencies:** Performance, Persuasion **Tools:** One type of musical instrument of your choice **Languages:** Draconic
Gold	**Skill Proficiencies:** Arcana, Insight **Tools:** Jeweler's Tools **Languages:** Draconic
Green	**Skill Proficiencies:** Deception, Nature **Tools:** Poisoner's Kit **Languages:** Draconic
Red	**Skill Proficiencies:** Intimidation, Athletics **Tools:** Navigator's Tools **Languages:** Draconic
Sapphire	**Skill Proficiencies:** Insight, Perception **Tools:** Jeweler's Tools **Languages:** Draconic
Silver	**Skill Proficiencies:** Arcana, Persuasion **Tools:** Cook's Utensils **Languages:** Draconic
Steel	**Skill Proficiencies:** Insight, Persuasion **Tools:** Smith's Tools **Languages:** Draconic
White	**Skill Proficiencies:** Survival, Perception **Tools:** Herbalism Kit **Languages:** Draconic

Equipment: A tool that you are proficient in (if any), a set of fine clothes (as those raised by half dragons tend to be vain in the same way dragons are), and a pouch with 20 gold.

FEATURE: AN EYE FOR TREASURE

You've seen your fair share of treasure over the years, as many half dragons (and those raised among them) tend to have the same love for treasure as all dragons have. You can use your knowledge of luxurious goods to help identify worth (but not magical properties) and to bargain a fair selling or buying price from shopkeepers. With time others may seek out your knowledge of antiquities, and your knowledgeable view is valued by those of high society.

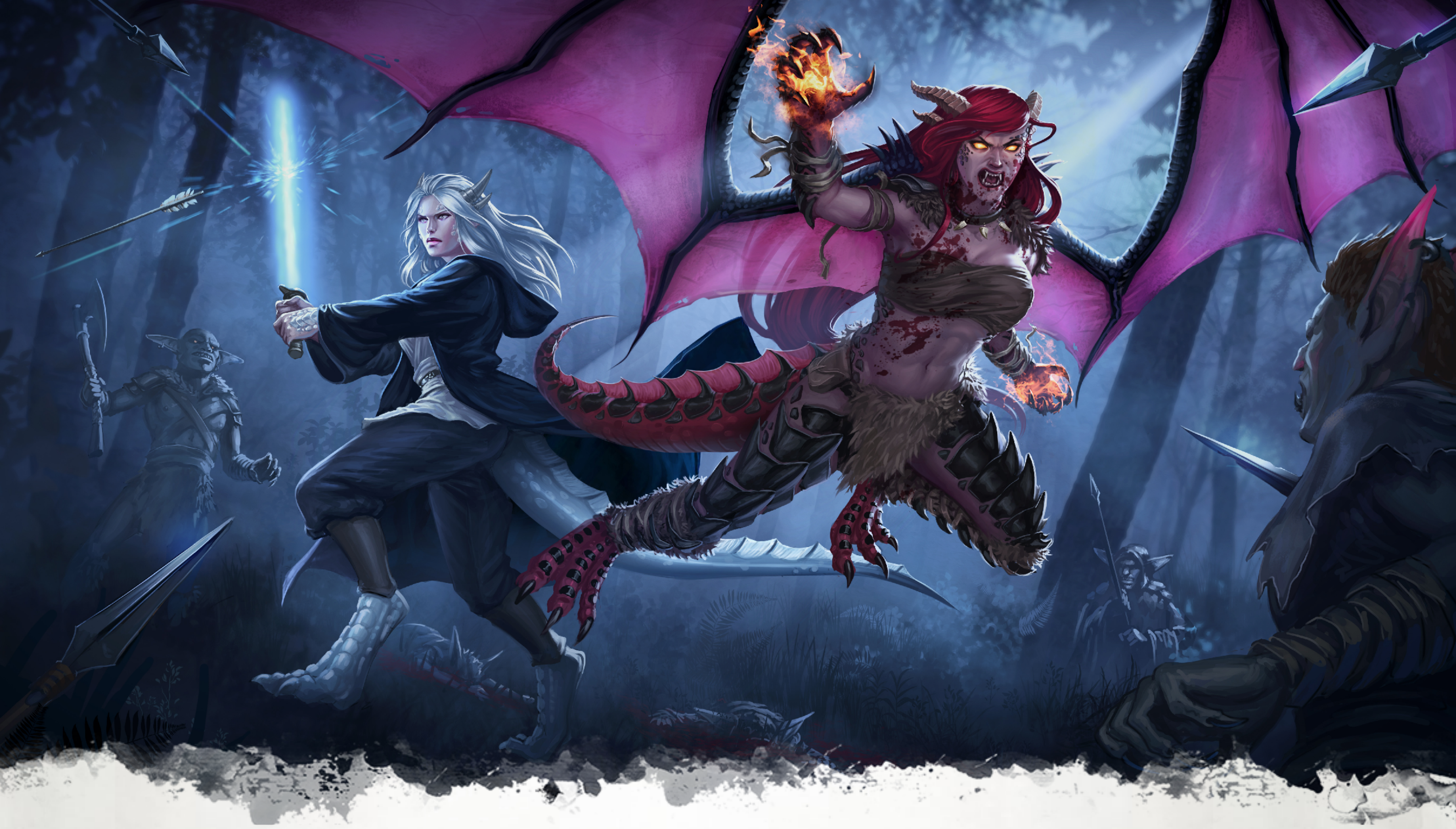
SUGGESTED CHARACTERISTICS

The coloration of your half dragon community shapes a large part of your life; as those living there often have characteristics that reflect the temperament of the dragon ancestors tied to that coloration. The characteristics in the tables below however are fitting for all half dragon broods.

d8	Personality Trait
1	I face dangerous situations with a cheerful smile as if it's a challenge.
2	Nothing can shake my greed for treasure.
3	I expect everyone to fear or respect me.
4	I go out of my way to help an innocent in need.
5	My age allows me to see humor in almost every situation. (Half Dragon)
6	I can't stop talking and expect everyone to listen to me.
7	I can't shake a desire to fight anyone encroaching on what I believe to be mine.
8	My pride won't let me back down from a challenge.

d6	Ideal
1	**Greed.** Coins and shiny baubles are all I care about. (Evil)
2	**Tradition.** I am a vault of stories, and they must be preserved for future generations to learn from. (Lawful)
3	**Power.** I will become as powerful as I can possibly be, and use that power as I see fit. (Any)
4	**Freedom.** To fly is to be free, and I'll do anything to be able to take flight. With wings or otherwise. (Chaotic)
5	**Aspiration.** Someday I'll be able to ascend to dragonhood, and become a full dragon. (Neutral, Half Dragon)
6	**Duty.** It is my duty to continue to protect those I care for, as well as any innocents who need my help. (Good)

d6	Bond
1	I owe a great debt to my family and village, who have always supported me.
2	Territory was stolen from me or my people, and I'll do anything to get it back.
3	Those who gain my trust have a friend for life.
4	Those who dare insult me or belittle dragon kind will rue the day they incurred my wrath!
5	A valuable possession was stolen from me and it will be mine again.
6	I will protect my people, and those I care about.



d8	Flaw
1	I believe myself to be far superior to those around me.
2	I can not pass up a chance to gain a pretty trinket.
3	When I speak I expect others to listen, and once I start telling a story I won't let anyone leave until I finish.
4	I constantly forget that I'm not a full dragon yet, and it's gotten me into trouble on occasion. (Half Dragon)
5	I have a reputation for arrogance since I feel that I can take on any challenge.
6	I can't sleep unless I have gold coins under my pillow.
7	I tend to be prideful, and I expect others to recognize my greatness.
8	I hold a grudge against anyone who has disrespected me in the past, even if the slight was minor.

The culture of each half dragon subrace varies, due to the influences of their dragon bloodlines.

Black: Half black dragons tend to be survivors in an ever changing world, willing to use any trick they can to thrive. They have also found an appreciation for metal working, creating tools of war unmatched by most other races.

Blue: Half blue dragons tend to serve their full blooded kin, working as Stormscale agents or sorcerers to aid them. Even so, they interact a lot with mortal societies, using their draconic charms to negotiate prices when trading, and their skill at disguises to complete their missions.

Brass: Half brass dragons love interacting with other races and cultures, and their communities often bring forth great intermediates, as well as gifted paladins.

Bronze: Half bronze dragons tend to build mighty cities out of stone, usually near bodies of water, and often have strict yet fair laws. Sharks are a delicacy among them. Their communities often raise relentless yet just crusaders, and they are the most militaristic of the half dragons.

Celestial: Celestial dragons are worshipped in eastern cultures, yet most half celestial dragon communities seem to exist outside such nations. These communities often raise many gifted monks, rangers, and sorcerers.

Copper: Half copper dragons tend to be more carefree, and they have a reputation for making riddles and playing pranks. Their communities are often lively yet chaotic.

Gold: Half gold dragons have an affinity towards magic and the divine, and many renowned clerics and monks were raised in their communities. The worship of Asgorath and Bahamut, as well as the Arcana and Dragon domains, are popular among clerics that come from such communities.

Green: Half green dragon communities are well hidden, and they often produce skilled manipulators or reclusive and wise druids, depending on the half green dragon.

Red: Half red dragons are infamous for their mighty and deadly raiders, who sail on their longboats across the sea and river beds to raid and pillage. Many however are peaceful, but still enjoy testing their mettle against others.

Sapphire: Half sapphire dragon communities are reclusive, and often underground. Those that make contact with other races prefer to trade with gnomes and dwarves. These communities often produce gifted psychics, and wage war against mindflayers wherever they find them.

Silver: Half silver dragons are often found in human villages and cities, either living among them (in disguise or as half dragons), or in their own conclaves. They love humanity's drive and how it forces them to action.

Steel: Many half steel dragons are unaware of their true heritage, as their appearance is that of a (half) human from birth if they live among humans. Those that are aware are part of a secret organization known as the Confluence.

White: Half white dragons are survivors whose tribes try to steer away from other cultures, unless those cultures encroach on their (often expanding) territories. Their societies are less developed compared to those of the other races, as they tend towards tribalism.

How to Train Your Dragon

Sometimes your party might come across a true dragon hatching, and convince it to tag along with you for food and company. And over time, this dragon can bond with you and try to aid you on your quest to the best of its ability. For those moments, the following rules will allow you to take such a dragon hatchling with you on your adventures, using the sidekick rules from *Tasha's Cauldron of Everything* (page 142). You can read about the quirks of these dragons under Dragon Companion (page 60), as well as under the additional dragon types listed on pages 91 to 99. You can also use these rules to play as a full blooded dragon yourself, by using the statistics of a dragon hatchling, and being able to become a wyrmling later on during your adventures.

Dragon Hatchlings as Sidekicks

You can use the statistics for dragon hatchlings below for your dragon hatchling sidekicks, whose CR of 1/2 meets the requirement for the sidekick rules from *Tasha's Cauldron of Everything* (page 142). In addition, the dragon hatchling's Charisma score increases by 2, and its Intelligence score will become 10 if it is lower than that. If you choose Spellcaster as your dragon hatchling's sidekick class, it can use Charisma as its spellcasting ability for all its spells, regardless of its Spellcaster role. Like other sidekicks, it retains its skill (Perception and Stealth) and saving throw (Dexterity and Charisma) proficiencies from its game statistics. As the dragon levels up, it gains additional benefits that it retains when it becomes a wyrmling:

Breath Weapon

The dragon calculates the DC of its breath weapon as 8 + its proficiency bonus + its Constitution modifier. At 3rd level, the damage of its breath weapon increases by one damage die (2d6 becomes 3d6, 4d10 becomes 5d10 etc). The damage of its breath weapon increases by an additional damage die at 5th level, 11th level, and 17th level.

Natural Armor and Weapons

The dragon can't wield weapons or shields, but it can attune to magic armor and magic melee weapons (without the thrown property). Once attuned, the dragon can merge the item with its body. If so, it grants the dragon the magical bonuses of that item (but not the standard AC or weapon damage dice of the armor or weapon), which it can add to its natural armor or its natural weapons. This will make its natural armor and weapons count as magical. It can apply poison to its teeth without poisoning itself.

They Grow Up Fast

Due to living a challenging lifestyle, the dragon hatchling will mature faster than other dragon hatchlings. When it reaches a sufficient sidekick level, it will grow into a dragon wyrmling. This will replace its base dragon hatchling game statistics with the game statistics of a dragon wyrmling of the same dragon type (page 91, or *Monster Manual* page 86), with the exception that the white wyrmling will gain an Intelligence score of 10 and a Charisma score of 13. In addition to Dexterity and Charisma, its new form grants it proficiency in Constitution and Wisdom saving throws, or different ones if it already has those proficiencies (your choice). The level at which the dragon will grow into a dragon wyrmling of the same type is equal to three times the challenge rating of that dragon wyrmling (a silver dragon wyrmling counts as a dragon with a challenge rating of 3 for this feature). It retains all ability score increases and adds these to its new dragon wyrmling game statistics.

Playing as a Full Blooded Dragon

Sometimes dragon hatchlings show signs of greatness even right after they are hatched. They could simply learn faster than others from the moment they were born, or they were reincarnated from a previous life with all their memories intact. Regardless of the reason, these dragons follow the path of adventuring, making them among the most unique of adventurers. Players that want to play as a full blooded dragon can play a dragon hatchling sidekick, by using the associated game rules listed in Dragon Hatchlings as Sidekicks. They also gain the following additional benefits:

- Two of your ability scores aside from Charisma (your choice) increase by 2. This boon transfers to your dragon wyrmling form once you've reached the appropriate sidekick level. Increasing an ability modifier by 1 will increase its associated saving throw bonus by 1. Increasing your Strength modifier by 1 will increase your bite's hit and damage rolls by 1. Increasing your Dexterity modifier by 1 will increase your AC by 1. Increasing your Constitution modifier by 1 will increase your hit point maximum by an amount equal to your total number of Hit Dice (including those of your base game statistics, so 3 for a hatchling), and also increase your breath weapon's DC by 1.
- You do not gain a background, but you can speak, read, and write common as an additional language.
- If you have chosen Spellcaster as your sidekick class, you can also choose spells from the sorcerer spell list.
- After becoming a wyrmling, you can make a single Dragonfriend's Armor (page 87) out of your scales within one week, instead of the month it usually takes.

Similar to normal sidekicks, you cannot multiclass into another class. Take note that not every dragon wyrmling is as strong as the other, and as such some will end up gaining more benefits than others. However, the offset is that they'll take much longer to turn from hatchlings into wyrmlings.

Like normal hatchling sidekicks, when you become a wyrmling you can calculate your new hit points in the following way; take the listed hit points of your new dragon wyrmling game statistics, subtract the listed hit points of your dragon hatchling game statistics (13 or 16) from them, and add the result to your hit point maximum. Then add all your ability score increases to your wyrmling game statistics. Then you roll a Hit Die (now d8), add your new Constitution modifier to it, and add the result to your hit point maximum.

DRAGON HATCHLINGS

The following game statistics can be used by DM's who want to add dragon hatchlings as sidekicks to their party's adventures, or by players who want to play a full dragon themselves. Regardless, the age of dragon hatchlings is around 0 to 5 years, but those that join adventuring parties will mature much faster. Dragon hatchlings are too young to use their second breath weapon (if any), and their main breath weapon will not cause additional effects (if any).

Dragon hatchling sidekicks with a burrow speed can only burrow as part of the Hide action, and only in non-rock earth. Doing so lets them burrow just below the surface, and afterwards they can burrow through non-rock earth at their burrow speed until they re-emerge as a bonus action while near the surface. Their vision, breathing, and hearing is unhindered, unless they burrow deeper than 15 feet. They cannot interact with the surface while burrowed, nor can they burrow this way while carrying a rider. While burrowed, they have total cover, and creatures suffer a -5 penalty to their ability checks to find them.

Dragon Knight: Some adventurers form a strong bond with their dragon hatchling sidekick, and can become a Dragon Knight at their DM's discretion. Their dragon can act during the Dragon Knight's initiative instead of their own, and it becomes a young dragon of the same type at a level equal to twice that young dragon's CR. This works similar to growing into a wyrmling, but from a wyrmling into a young dragon instead.

BLACK DRAGON HATCHLING

Small dragon, chaotic evil

Armor Class 15 (natural armor)
Hit Points 13 (3d6 + 3)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	13 (+1)	10 (+0)	10 (+0)	12 (+1)

Saving Throws Dex +2, Cha +3
Skills Perception +4, Stealth +2
Damage Immunities acid
Senses darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Amphibious. The dragon can breathe air and water.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, Reach 5 ft., one target. *Hit:* 5 (1d8+1) piercing damage.

Acid Breath (Recharge 5–6). The dragon exhales acid in an 20-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 7 (2d6) acid damage on a failed save, or half as much damage on a successful one.

BLUE DRAGON HATCHLING

Small dragon, lawful evil

Armor Class 15 (natural armor)
Hit Points 13 (3d6 + 3)
Speed 30 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	13 (+1)	10 (+0)	10 (+0)	13 (+1)

Saving Throws Dex +2, Cha +3
Skills Perception +4, Stealth +2
Damage Immunities lightning
Senses darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Actions

Bite. *Melee Weapon Attack:* +3 to hit, Reach 5 ft., one target. *Hit:* 5 (1d8+1) piercing damage.

Lightning Breath (Recharge 5–6). The dragon exhales lightning in an 20-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 7 (2d6) lightning damage on a failed save, or half as much damage on a successful one.

BRASS DRAGON HATCHLING

Small dragon, chaotic good

Armor Class 15 (natural armor)
Hit Points 13 (3d6 + 3)
Speed 30 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	10 (+0)	11 (+0)	13 (+1)

Saving Throws Dex +2, Cha +3
Skills Perception +4, Stealth +2
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Actions

Bite. *Melee Weapon Attack:* +3 to hit, Reach 5 ft., one target. *Hit:* 5 (1d8+1) piercing damage.

Fire Breath (Recharge 5–6). The dragon exhales fire in an 20-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

BRONZE DRAGON HATCHLING

Small dragon, lawful good

Armor Class 15 (natural armor)
Hit Points 13 (3d6 + 3)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	13 (+1)	10 (+0)	10 (+0)	12 (+1)

Saving Throws Dex +2, Cha +3
Skills Perception +4, Stealth +2
Damage Immunities lightning
Senses darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Amphibious. The dragon can breathe air and water.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, Reach 5 ft., one target. *Hit:* 5 (1d8+1) piercing damage.

Lightning Breath (Recharge 5–6). The dragon exhales lightning in an 20-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 7 (2d6) lightning damage on a failed save, or half as much damage on a successful one.

CELESTIAL DRAGON HATCHLING

Small dragon, lawful neutral

Armor Class 15 (natural armor)
Hit Points 13 (3d6 + 3)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	11 (+0)	10 (+0)	13 (+1)

Saving Throws Dex +2, Cha +3
Skills Perception +4, Stealth +2
Damage Immunities radiant
Senses darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Amphibious. The dragon can breathe air and water.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, Reach 5 ft., one target. *Hit:* 5 (1d8+1) piercing damage.

Heavenly Wrath Breath (Recharge 5–6). The dragon exhales heavenly fire in a 15-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw, taking 7 (2d6) radiant damage on a failed save, or half as much damage on a successful one.

COPPER DRAGON HATCHLING

Small dragon, chaotic good

Armor Class 15 (natural armor)
Hit Points 13 (3d6 + 3)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	11 (+0)	10 (+0)	13 (+1)

Saving Throws Dex +2, Cha +3
Skills Perception +4, Stealth +2
Damage Immunities acid
Senses darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Actions

Bite. *Melee Weapon Attack:* +3 to hit, Reach 5 ft., one target. *Hit:* 5 (1d8+1) piercing damage.

Acid Breath (Recharge 5–6). The dragon exhales acid in an 20-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 7 (2d6) acid damage on a failed save, or half as much damage on a successful one.

GOLD DRAGON HATCHLING

Small dragon, lawful good

Armor Class 15 (natural armor)
Hit Points 13 (3d6 + 3)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	11 (+0)	10 (+0)	13 (+1)

Saving Throws Dex +2, Cha +3
Skills Perception +4, Stealth +2
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Amphibious. The dragon can breathe air and water.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, Reach 5 ft., one target. *Hit:* 5 (1d8+1) piercing damage.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 15-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

GREEN DRAGON HATCHLING

Small dragon, lawful evil

Armor Class 15 (natural armor)
Hit Points 13 (3d6 + 3)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	11 (+0)	10 (+0)	13 (+1)

Saving Throws Dex +2, Cha +3
Skills Perception +4, Stealth +2
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Amphibious. The dragon can breathe air and water.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, Reach 5 ft., one target. *Hit:* 5 (1d8+1) piercing damage.
Poison Breath (Recharge 5–6). The dragon exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.

RED DRAGON HATCHLING

Small dragon, chaotic evil

Armor Class 15 (natural armor)
Hit Points 13 (3d6 + 3)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	13 (+1)	10 (+0)	10 (+0)	12 (+1)

Saving Throws Dex +2, Cha +3
Skills Perception +4, Stealth +2
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Actions

Bite. *Melee Weapon Attack:* +3 to hit, Reach 5 ft., one target. *Hit:* 5 (1d8+1) piercing damage.
Fire Breath (Recharge 5–6). The dragon exhales fire in a 15-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

SAPPHIRE DRAGON HATCHLING

Small dragon, lawful neutral

Armor Class 15 (natural armor)
Hit Points 13 (3d6 + 3)
Speed 30 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	11 (+0)	10 (+0)	13 (+1)

Saving Throws Dex +2, Cha +3
Skills Perception +4, Stealth +2
Damage Immunities thunder
Senses darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Actions

Bite. *Melee Weapon Attack:* +3 to hit, Reach 5 ft., one target. *Hit:* 5 (1d8+1) piercing damage.
Debilitating Breath (Recharge 5–6). The dragon exhales a pulse of high-pitched, nearly inaudible sound in a 15-foot-cone. Each creature in that area must make a DC 11 Constitution saving throw, taking 7 (2d6) thunder damage on a failed save, or half as much damage on a successful one.

SILVER DRAGON HATCHLING

Small dragon, lawful good

Armor Class 15 (natural armor)
Hit Points 13 (3d6 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	11 (+0)	10 (+0)	13 (+1)

Saving Throws Dex +2, Cha +3
Skills Perception +4, Stealth +2
Damage Immunities cold
Senses darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Actions

Bite. *Melee Weapon Attack:* +3 to hit, Reach 5 ft., one target. *Hit:* 5 (1d8+1) piercing damage.
Cold Breath (Recharge 5–6). The dragon exhales fan icy blast in a 15-foot cone. Each creature in that area must make a DC 11 Constitution saving throw, taking 7 (2d6) cold damage on a failed save, or half as much damage on a successful one.

Steel Dragon Hatchling

Small dragon, lawful neutral or lawful good

Armor Class 15 (natural armor)
Hit Points 13 (3d6 + 3)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	13 (+1)	11 (+0)	10 (+0)	13 (+1)

Saving Throws Dex +2, Cha +3
Skills Perception +4, Stealth +2
Damage Immunities acid
Senses darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Actions

Bite. *Melee Weapon Attack:* +3 to hit, Reach 5 ft., one target. *Hit:* 5 (1d8+1) piercing damage.

Acid Breath (Recharge 5–6). The dragon exhales acid in an 20-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 7 (2d6) acid damage on a failed save, or half as much damage on a successful one.

White Dragon Hatchling

Small dragon, chaotic evil

Armor Class 15 (natural armor)
Hit Points 16 (3d6 + 6)
Speed 30 ft., burrow 15 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	14 (+2)	5 (-3)	10 (+0)	11 (+0)

Saving Throws Dex +2, Cha +2
Skills Perception +4, Stealth +2
Damage Immunities cold
Senses darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Actions

Bite. *Melee Weapon Attack:* +3 to hit, Reach 5 ft., one target. *Hit:* 5 (1d8+1) piercing damage.

Cold Breath (Recharge 5–6). The dragon exhales an icy blast of hail in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 7 (2d6) cold damage on a failed save, or half as much damage on a successful one.

REVISED AND ADDITIONAL ELVEN FEATS, ITEMS AND TRAITS

These feats, items, and traits are meant to give more options to elven players, as well as to players overall.

FEATS

Several racial feats have been reworded to allow for spell casters to cast these spells with their class spell slots.

DROW HIGH MAGIC (REVISED)

Prerequisite: Elf (Drow)

You learn more of the magic typical of dark elves. You learn the *detect magic* spell and can cast it at will, without expending a spell slot. You also learn *levitate* and *dispel Magic*, each of which you can cast once without expending a spell slot, and you regain the ability to cast the spell in this way when you finish a long rest. Charisma is your spellcasting ability for these spells. If you have spell slots of 2nd level or higher, you can cast *levitate* with them. If you have spell slots of 3rd level or higher, you can cast *dispel magic* with them.

RETIARIUS

You are trained in the fighting styles of the Retiarius gladiator.

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You gain proficiency with the net if you don't already have it, and the benefits of the sea elves' Net Mastery trait.

REVENANT BLADE (REVISED)

Prerequisite: Elf

You are descended from a master of the double-blade, and some of that mastery has passed on to you. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- While wielding a double-bladed weapon with two hands, you gain +1 bonus to your AC.
- A double-bladed scimitar has the finesse property when you wield it.
- When you make an attack with a doubled-bladed scimitar, and you make a melee attack with it as a bonus action, that attack's base damage is 2d4, instead of 1d4.

WOOD ELF MAGIC (REVISED)

Prerequisite: Elf (Wood)

You learn the magic of the primeval woods, which are revered and protected by your people. You learn one druid cantrip of your choice. You also learn the *longstrider* and *pass without trace* spells, each of which you can cast once without expending a spell slot. You regain the ability to cast these two spells in this way when you finish a short or long rest. Wisdom is your spellcasting ability for all three spells. If you have spell slots of 1st level or higher, you can cast *longstrider* with them. If you have spell slots of 2nd level or higher, you can cast *pass without trace* with them.

ITEMS

CORAL ARMOR

Armor (medium, but not hide), uncommon

This armor is made out of flexible modified coral, and is popular among aquatic druids due to its lack of metal. If the armor normally imposes disadvantage on Dexterity (Stealth) checks, the coral version of the armor doesn't. Magical armors made out of this material have their cost increased by 100 gp instead of increasing their rarity.

DEEPCHILL CROSSBOW

Weapon (crossbow; hand, light, or heavy), varying rarity (requires attunement)

This magical crossbow is a favorite of sea elf warriors. When you hit a creature with this crossbow, its speed is reduced by 10 feet until the end of its next turn. In addition, the target must make a Constitution saving throw. On a failed save, the target takes 1d6 cold damage, and it has disadvantage on the next weapon attack roll it makes before the end of its next turn. You gain a bonus to attack and damage rolls you make with this weapon based on its rarity.

Rarity	Attack/Damage bonus	Saving Throw DC
Uncommon	+0	12
Rare	+1	13
Very Rare	+2	14

MITHRAL WEAPON

Weapon (requires a weapon that deals slashing or piercing damage), uncommon

Mithral is a light, flexible metal. A weapon made out of this material gains the finesse property. If the weapon does not have the two-handed property, it gains the light property. Magical weapons made out of this material have their cost increased by 300 gp instead of increasing their rarity. Mithral weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

STEEL NET

Weapon (net), uncommon

This uncommon item follows the rules of the standard net, except it has a Strength check DC of 15, an AC of 15, and it takes 10 slashing damage to destroy the net.

VALENAR DOUBLE SCIMITAR

Weapon (double-bladed scimitar), rare (requires attunement)

The elves of Valenar use this exotic double weapon with curving scimitar blades on each end. You gain a +1 bonus to attack and damage rolls made with this weapon, and it counts as having the finesse property. The weapon damage dice of this double-bladed scimitar increase by one step (so for example, from 1d4 to 1d6, from 2d4 to 2d6 etc).

TRAITS

With your DM's permission, elves (and other races) that have proficiency with certain weapons as part of a racial trait can benefit from the Weapon Mastery variant rule.

VARIANT RULE: WEAPON MASTERY

If you have proficiency with certain weapons as part of a racial trait, and you also have proficiency with these weapons from another source (such as your class), then you gain a +1 bonus to damage rolls with these weapons.

DROW

With your DM's permission, if you are playing an elf (drow), you can exchange the Sunlight Sensitivity trait with the Sensitive Eyes trait. If your character was born on the surface, you can also choose to forgo your Sunlight Sensitivity trait all together, provided you exchange your Superior Darkvision trait with the standard Darkvision trait.

SENSITIVE EYES

Drow racial trait, replaces the Sunlight Sensitivity trait
While in sunlight, you have disadvantage on Wisdom (Perception) checks that rely on sight.

Trident, variant 10 gp | 1d8 piercing | Thrown (range 20 /60), Versatile (1d10). You gain a +1 bonus to attack rolls with this weapon against underwater targets. The three tips help you deal with the refraction of water.

SEA ELF

With your DM's permission, if you are playing an elf (sea elf), you gain Net Mastery as an additional racial trait.

NET MASTERY

Sea elf racial trait, requires the Sea Elf Training trait
You gain the following benefits while fighting with nets:

- The range of your net attacks doubles (10/30 ft).
- Being within 5 feet of a hostile creature does not impose disadvantage on your ranged attack rolls with nets.
- You draw a net as part of the attack you make with it.

You can repair destroyed nets as part of a long rest. If a net (highest DC) on a creature is removed, so are all other nets.

This trait can be chosen as a fighting style for the Fighting Style feature, ignoring the trait's requirements.

CHOSEN OF EILISTRAEE

You are a chosen of the drow goddess Eilistraee, who has blessed your soul with a touch of her divinity. As a sorcerer with this sorcerous origin, you are free to pursue your own path, but your soul will always be drawn to her ideals. Just like Elistraee, her chosen (also known as moon dancers) often share her love for beauty, song, dance, freedom, moonlight, swordwork, and hunting, as well as her disgust for evildoers. Chosen of Eilistraee are also known for their great beauty and deadly skill with the longsword, which is the favored weapon of the goddess that has chosen them.

CHOSEN OF EILISTRAEE ORIGIN SPELLS

Sorcerer level	Spells
1st	*cure wounds, magic missile*
3rd	*moonbeam, spiritual weapon*
5th	*beacon of hope, spirit shroud*
7th	*aura of purity, freedom of movement*
9th	*dawn, steel wind strike*

See page 57 for the sorcerer's Origin Spells feature.

TRAINING IN SONG AND DANCE

At 1st level, you gain proficiency with longswords, and a longsword has the finesse property when you wield it. A longsword counts as a spellcasting focus for you. When not wearing armor and not wielding a shield, your AC becomes 10 + your Dexterity modifier + your Charisma modifier.

You also gain proficiency in the Performance skill.

MOONSONG

Starting at 1st level, you can awaken the Drow magic within you called the Moonsong, provided that you aren't wearing any armor or using a shield. You can use a bonus action to start the Moonsong, which lasts for 1 minute. It ends early if you are incapacitated, if you don armor or a shield, or if you use two hands to make an attack with a weapon. You can also dismiss the Moonsong at any time (no action required). While your Moonsong is active, you gain the following benefits:

- If you have moved at least 15 feet away from where you began the turn, you gain advantage on the next melee weapon attack you make that turn.
- Your movement speed increases by 10 feet and you are unaffected by difficult terrain.
- Divine radiance surrounds your weapon. You gain the benefits of half cover while wielding a melee weapon.
- Creatures have disadvantage on opportunity attacks against you.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

SWORD DANCER

At 6th level, when you use your action to cast or use a spell, you can make one melee weapon attack as a bonus action.

When you make an Acrobatics skill check, you can add your Charisma modifier (minimum of 1) to the check.

MOONSONG ENCORE

Starting at 14th level, your successful strikes invigorate you, as you dance around the battlefield. Whenever you hit a creature with a melee weapon attack during your moonsong, you regain 1d8 hit points, deal radiant damage to the target equal to that amount, and if it is your turn then your speed is increased by 10 feet for that turn. You can only trigger this effect once per creature per turn.

PARAGON OF BEAUTY

At 18th level, when you are hit by an attack, you can use your reaction to deal psychic damage to that creature. The damage equals your sorcerer level.

REVISED SPELLS

CROWN OF MADNESS (REVISED)

2nd-level enchantment

Classes: Bard, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute

One humanoid of your choice that you can see within range must succeed on a Wisdom saving throw or become charmed by you for the duration. While charmed in this way, a twisted crown of jagged iron appears on its head, and a madness glows in its eyes. The target can make a Wisdom saving throw at the end of each of its turns, ending the spell on a success. The target must use its action before moving on each of its turns to make a melee attack against a creature other than itself that you mentally choose. it loses its action if it has no targets in melee range. On your subsequent turns, you can use your action to control its movement on its next turn, but you cannot move it into harmful areas (like fire or a pit) while controlling it.

WITCH BOLT (REVISED)

1st-level evocation

Classes: Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (wood from a tree struck by lightning)
Duration: Concentration, up to 1 minute

A beam of crackling, blue energy lances out toward a creature within range, forming a sustained arc of lightning between you and the target. Make a ranged spell attack against that creature. On a hit, the target takes 1d12 lightning damage, and must make a Constitution saving throw. On a failed save, it is restrained until the end of your next turn. On a successful save, it cannot be restrained this way for 1 minute. After you hit the target, on each of your turns for the duration, you can use your action to deal 1d12 lightning damage to the target automatically. If you do, you can use your bonus action to force it to make the saving throw again, provided you can still restrain it this way.

The spell ends if you use your action to do anything else. The spell also ends if you end your turn and the target is outside the spell's range, or if it has total cover from you.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d12 for every two slot levels above 1st.

Dragons

Dragons are among the most powerful creatures of creation, and rightfully feared for their might. Each dragon type is different, and has its own personality traits. Nevertheless all dragons, even the metallic dragons, have a part in their brain that makes them fully believe that their race is the superior one without question, debate or hesitation. As such dragons tend to be prideful at best, and arrogant at worst. Nevertheless they have had the most impact of any creature, aside from the gods and other divine beings, upon the realms. Below is a summary of the general personality of each dragon race. Although each dragon is of course unique, they do share certain strong traits among their own race, which are then passed on to those mortal races that share their blood, albeit in a lesser manner. Regardless, dragons make for either powerful allies, or deadly foes.

The dragons detailed here are the standard ones found in the *Monster Manual* on page 86. For more details on the dragon types that are mentioned in this work, namely the celestial dragon, sapphire dragon, and steel dragon, you can find a detailed summary that starts on page 91.

Black dragon

Also known as skull dragons, they are the most vile tempered and cruel of all chromatic dragons, and generally live solitary lives in swamps and marshlands. They love outliving glory and accomplishments, as they enjoy seeing everything rot, fester and fall apart. They often destroy cities to lair in the remnants, as they revel in outliving the city and being the cause of its demise.

Blue Dragon

Blue dragons are strategians, and are incredibly patient and coolheaded. As such they are considered the opposite of red dragons. If the battle cannot be safely won directly, the blue dragon can fly by with lightning strikes for literal days on end without ever fighting its foes directly. Nonetheless, they are driven to hunt reputable (not necessarily strong, just renowned) foes like knightly orders to prove their prowess. They live in deserts and in groups with an hierarchy based on strong family bonds, even towards their half dragon offspring, who often fight for them as Stormscale agents.

Brass Dragon

Brass dragons love talking above all else. They don't necessarily enjoy listen to others, and mostly like to speak to enjoy the sound of their own voice. They may even trap you in sand, or cage you, just to keep you listening. However, they never mean to cause any true harm, and they are one of the most benign of all species of dragon.

Bronze Dragon

Bronze dragons are the paladins but also the tyrants among metallic dragons. They have a self-defined set of rules and morals that they apply to everyone else, and will apply punishment to those that break them, while seeing no reason to reward those that succeed their trials. If they see theft as evil, then a 5 year old stealing a loaf of bread is no less evil than a hardened robber in their eyes. Fortunately they can be lenient, and bronze dragons prefer to resolve things without conflict, killing only when absolutely necessary. If pressed however, they will fight viciously. They often join good aligned armies to fight the forces of evil.

Copper Dragon

Also known as the trickster dragon, they love playing pranks on others. They are playful and often help those in need, but sometimes their pranks go a bit too far. A prank gone terribly awry will make them feel bad, but they won't change their ways or see it as their fault. They are nimble and will much rather fight by jumping and climbing than fighting in flight. Combined with their rock shaping magic, this makes them incredibly dangerous in their rocky lairs.

Gold Dragon

Gold dragons are imperialistic yet isolationists, proactive schemers and preparers against evil plots yet not often ruling or preparing the victims to be. They spend most of their time in humanoid form practicing and studying magic, or confiscating powerful evil or dangerous magical items to protect or give to the ones worthy of these items. They are renowned for their wisdom and tenacity at fighting evil.

Green Dragon

Green dragons are the schemers and deceivers, the silver-tongued devil who would much rather see their enemies defeated without anyone even knowing that they were involved, than face a foe directly with pure brawn. They love collecting talent as their hoard, whether as captives or free willed. So when fighting, if it even comes to that, the green dragon probably brings along elite minions. However, they are also known as affectionate and protective parents.

Red Dragon

Red Dragons are loners and brutes, purely focussed on their reputation and wealth. They have a nasty streak of rage outbursts, during which they lose their sense of rationality and preservation, despite their hobby of strategising tactics against any possible scenario. They hate all other dragons and attack them on sight, including fellow chromatic dragons, and especially other red dragons.

Silver Dragon

Silver dragons live by the credo of "Actions causing harm is a crime, actions that cause no harm is one's own bussiness". Meaning that as long as someone hasn't done anything wrong, the silver dragon will never proactively intervene or punish them. They focus more on saving and healing the innocent than punishing the villains. And when action is required they could contemplate on what kind of action is required for decades, unless they are driven to faster action by short-lived races like humans. They do love it when humans force them to action however, which is why they spend most of their times disguised among them. They find humans fascinating, and respectable in an obviously lesser to them but still significant enough degree.

White Dragon

White dragons are the most primitive of all dragons, and only intelligent in some ways. They have memories that let them recall details with perfect clarity, but no recollection of the nuances due to a lack of understanding in the abstract field. They know they are the weakest of the dragons, and survived this far only because there are no real dragon competitors in the desolate areas that they can survive in. However, despite being relatively weaker to other dragons they are still dragons, and when compared to most non-dragons they are at the top of the food chain.

The Draconic Races

Half dragons, dragonborn, and kobolds are often collectively referred to as the draconic races. The one thing that all draconic races have in common is that the blood of dragons flows through their veins. Because of this, or in some cases despite this, they are naturally drawn to each other.

Dragonborn

Dragonborn, as their name indicates, are born from dragons. They were created with the essence of dragons and look the most draconic out of all the humanoid draconic races. Like half dragons, the blood of a particular type of dragon runs strong through each dragonborn, granting additional traits.

Despite this, most don't have a tail like the half dragons have, and those that do are often shunned due to it being considered a bad omen for dragonborn to have a tail. They are divided into subgroups based on the draconic fragments that they possess. Most are blessed with a powerful soul piercing roar, while others have developing wings or tougher scales. Regardless of their gifts, they have a reputation for being reliable and honorable.

Their origins vary, but often they were created by dragons as shock troops and servants. Because of this dragonborn have mixed feelings towards dragons in general. A few take pride in their origin, but most hold a grudge against dragons as they were little more than slaves. Regardless of their stance on this, dragonborn pride themselves on their own skill and ability to take care of themselves, showing their worth through their own actions. As such, a continual drive for self-improvement reflects the self-sufficiency of the dragonborn race. They value skill and excellence in all endeavors. They hate to fail, and they push themselves to extreme efforts before they give up on something. And they make mastery of a particular skill their lifetime goal. Those half dragons that are raised by dragonborn communities usually have a similar mindset and will often strive even harder to prove their worth. To most dragonborn, the clan is more important than life itself. Each dragonborn's conduct reflects on the honor of his or her clan, and bringing dishonor to the clan can result in expulsion and exile. Each dragonborn knows his or her station and duties within the clan, and honor demands maintaining the bounds of that position. Unlike half dragons, dragonborn live relative short lives, only around 80 years, but no less fulfilling ones.

Relationship with other races

Dragonborn as a whole share a strong bond with half dragons, despite the origins of the latter. Even those dragonborn that hold the greatest grudge against dragons will often not extend this grudge to half dragons. This is likely due to the similarities that both races share, most of all how they similarly have draconic blood, and don't feel that this defines them similar to how it does not define themselves.

They also tolerate the presence of kobolds, and even come to their defense when they are in trouble. Unless they deserve it, which is usually the case. Nonetheless, they respect kobolds for their devotion to their families and the group as a whole, and have grown to appreciate their skill at sewage management. They often get annoyed at the borderline worship that kobolds have for them, but generally tolerate it while simultaneously relying heavily upon their unorthodox way of fighting and high numbers.

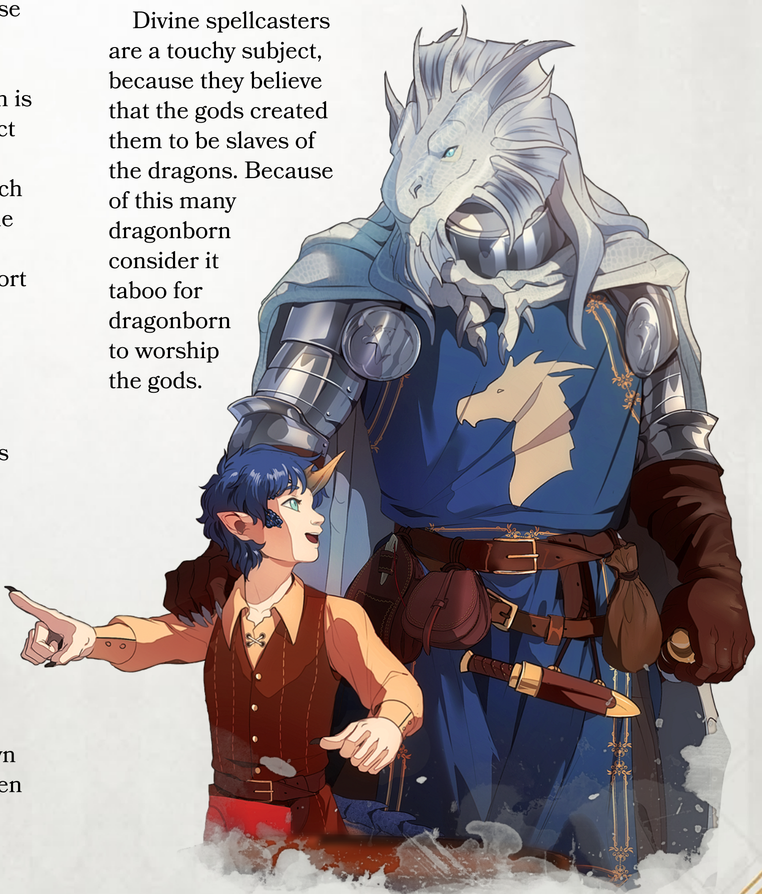
Their opinion on the other races varies, as they tend to value people's skill and merit the most. Usually, they tend to get along with dwarves due to their strong sense of honor and duty. Humans are seen as both fascinating as well as dangerous, but overall they have a friendly relationship. They respect the skill of the Elves and the strong sense towards communities that halflings have. Gnomes are seen with a slightly less positive view due to their rivalry with the kobolds, to whom they have grown somewhat attached. But if a gnome proves its merit, then the dragonborn will often prove itself to be a devoted ally and friend.

Ironscale Legions

The dragonborn are the most organized of all the draconic races. This is because they were originally created as foot soldiers for true dragons, to fight in their many wars. Eventually many broke free, but they kept their military ways. Although dragonborn are divided within clans, all clans come together and form legions together, working under a council that was elected by the numerous clans. These are named the Ironscale Legions, and they are a force to be reckoned with.

These legions comprise mostly out of dragonborn, but also contain a large number of kobolds, who function as scouts and support, as well as half dragons who fill more specialized roles. True dragons however, due to the stigma that the dragonborn have against them, are generally not accepted within the ranks of a legion. Other humanoid races who are part of draconic communities, provided they prove their worth, may also become part of an Ironscale Legion. Usually these are the spouses of half dragons, or simply other races that have been absorbed within a draconic nation.

Divine spellcasters are a touchy subject, because they believe that the gods created them to be slaves of the dragons. Because of this many dragonborn consider it taboo for dragonborn to worship the gods.



In addition, most dragonborn feel that one must prove themselves through their own skill, instead of relying so heavily upon a deity. Nonetheless, within the Ironscale Legion, results are ultimately what matter.

The Legion understands the use of supportive and healing magic, and as such dragonborn clerics are tolerated and even appreciated if they prove their worth. Though most divine spellcasters tend to be half dragons. Bards on the other hand are greatly appreciated within the ranks, both for their skill at healing as well as boosting the morale of the troops. Arcane spellcasters are also a fundamental part of a legion, as they suffer no taboo for their magic. After all, they learned how to wield magic themselves after either hard work, or because they were naturally talented, which are both traits that the dragonborn value.

Relationship with the Dragon Gods

The relationship that dragonborn have with the gods is a complicated one. Depending on your setting, this may also vary. In the forgotten realms setting, the dragonborn originate from Abeir, where they were servants and slaves of the dragons. Religion never took place on Abeir because the gods only existed on Toril, which is the main setting of the forgotten realms. Abeir was the planet of the primordials, where they ruled instead. On Abeir, no god would answer your prayers, so divine magic was largely useless there. The dragons eventually rose up against their former primordial masters, and eventually conquered most of the planet.

Through this war they artificially created the dragonborn, as the perfect soldiers. They lived short lives compared to dragons, but they reproduced a lot faster, and were created in mass numbers. Some tried to fight off the tyranny of dragons, but most failed. During the spell plague, a large city of dragonborn was transported to Toril, and from here dragonborn were able to walk among humans and the many other races. This could be different for your setting, but they are generally former slaves of the dragons, and believe that the gods abandoned them to dragon kind. Nevertheless, they respect talented clerics for their healing magic, and once they've proven their worth they will usually be accepted. Among the newly accepted gods, Bahamut the platinum dragon has become the most popular.

Dragonforged

Dragonforged are modified warforged, and considered the pinacle of dragonborn crafting. The creation of these dragonforged was commissioned by several legions, who sought to create loyal and stalwart sentries against enemies that relied heavily on ambush tactics and assassinations. These modifications include darkvision, a "breath weapon" which launches several metal shards, and a restoration system that allows them to be more easily revived after battle. However, this came at the cost of their specialized design, and their new restoration system had a significant flaw; it conflicted with their integrated protection, and limited restoration magic from sources other than itself, as the system saw those as an outside threat while the dragonforged was in combat. Nevertheless, this flaw was accepted as many saw it at as a way of self reliance, which is considered a great virtue among dragonborn. The legions considered the project a great success, as they became known as efficient sentries, guards, and vanguard. Once they gained sentience, the dragonborn openly welcomed them into their societies, due to the merit they had shown in their shared battles. Now these dragonforged must find their own place in this world, or they can remain in the service of their creators, which many do.

Playing as a Dragonforged

When playing a warforged, you can choose to play the dragonforged variant, provided you have your DM's permission. If you do, then you lose your Specialized Design trait, and you must choose Draconic as your other language. In exchange you gain the following racial traits:

Darkvision: You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can only discern shades of gray in darkness.

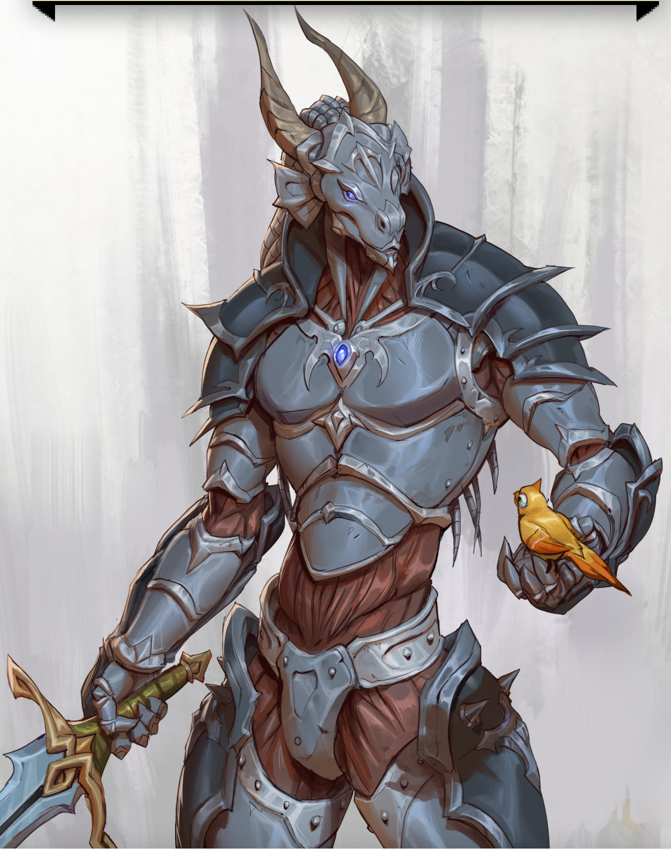
Breath Weapon: When you take a long rest you go through a process in which you shed metal on the inside and collect it in your "stomach". You can use your bonus action to exhale these metal shards in a 15-foot cone. Each creature in the area of the exhalation must make a Dexterity saving throw. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 piercing damage on a failed save, and half as much damage on a successful one. The damage increases by an additional 1d6 at 5th level, 8th level, 11th level, and 17th level. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

While wearing magical armor, these shards count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage, and you add double the armor's magic AC bonus (if any) as additional damage to this breath weapon.

Flawed Restoration System: While you are in combat, any healing you receive from other creatures is halved.

If a spell, such as *raise dead*, has the sole effect of restoring you to life (but not undeath), then the caster doesn't need material components to cast the spell on you. In addition, these spells can be used to resurrect you within 1 day if the original time limit was shorter (such as the *revivify* spell). Whenever you become stabilized you immediately regain 1 hit point.

You can attune to magic items that require attunement by a dragonborn.



HALF DRAGON

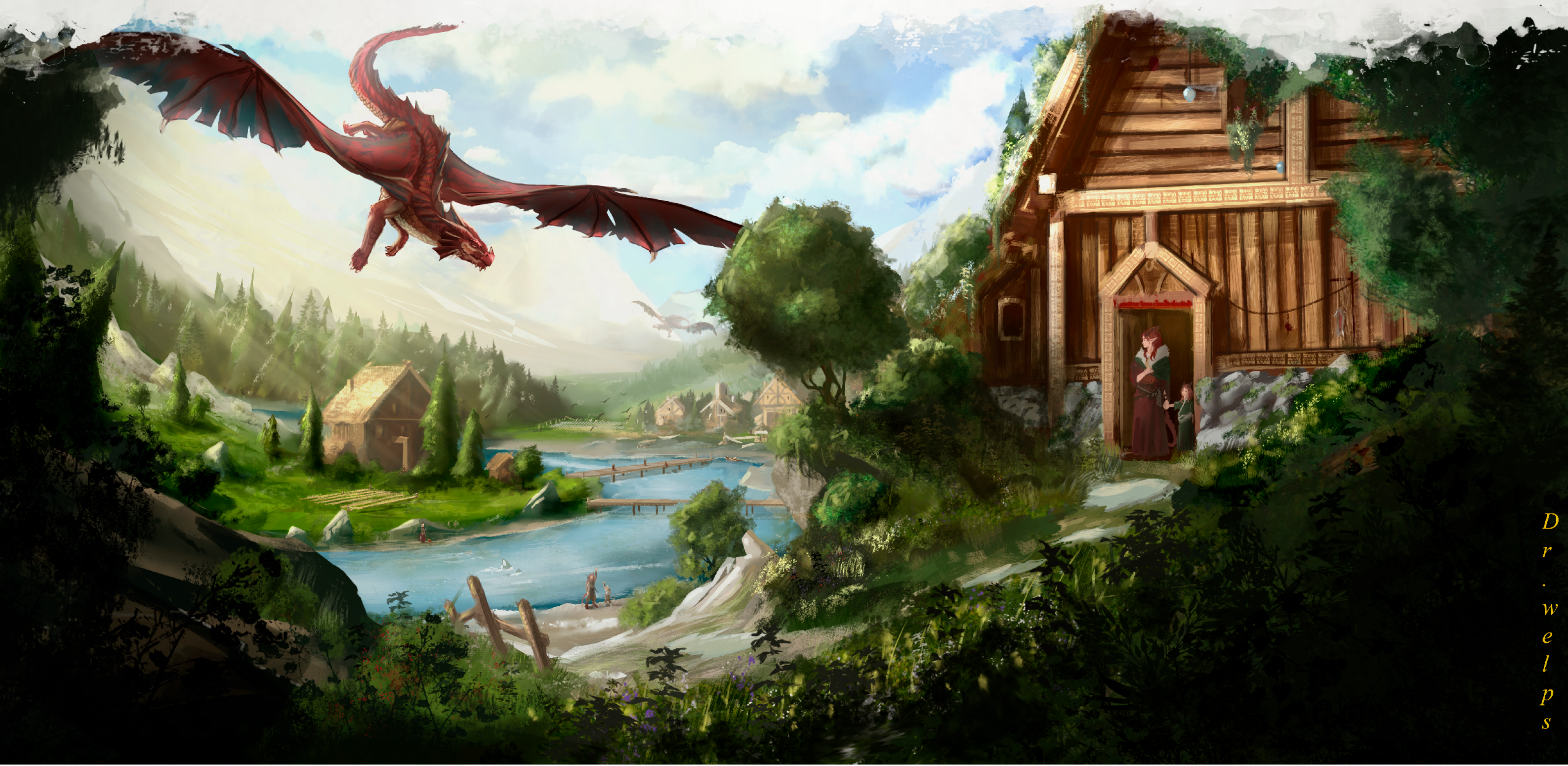
Half dragons are the most "human" among the draconic races. They appear like humans, with scales and hair colors that match their most dominant draconic ancestor. They have a long scaly tail, scaled legs, and a few scales on their torso, arms, and face.

In addition they have draconic horns sprouting from their heads, as well as draconic looking eyes. Half dragons are divided in subraces based on which draconic ancestor is the most dominant for them. Based on their ancestry, they are blessed with various benefits. But a powerful breath weapon is what they all have in common, even compared to that of the dragonborn.

Half dragons are different from dragonborn in that they were not artificially created, but instead are born or are descended from unions between dragons and their mortal partners. Metallic dragons are known for their ability to take on humanoid forms, especially silver dragons, whose love for humanity has caused them to create an entire human subrace; the silverbrow humans. However, dragons are magical creatures, and many are able to wield powerful magic (see the Dragons as Innate Spellcasters variant rule in the *Monster Manual* on page 86). As such many chromatic dragons have been able to create half dragon bloodlines of their own. Blue dragon particularly are known for creating many half dragon offspring, as a way of creating weaker soldiers that will be less likely to betray them. Interesting enough, despite being chromatic dragons, blue dragons are known for being loving parents to any of their children, dragon or half dragon. Half dragons possess less bestial traits than dragonborn, but possess undeniable potential and the possibility to "ascend to dragonhood". This grants the half dragon the ability to assume their true dragon form, and become a full-fledged dragon.

In addition, half dragons live a lot longer than dragonborn, being able to live almost a millennium, and surpassing the age of elves. Despite this, they often have more children than elves do, and as such are a fast expending race, almost as fast as dragonborn. The only thing keeping this race in check from overwhelming areas are the many conflicts they tend to have. Not because they are necessarily violent (though in the case of some half dragon subraces this is indeed the case), but because they are a prideful race that doesn't shy away from a challenge and often meets it head on. Combined with the half dragon race its desire to become stronger and seek out challenges, they tend to live dangerous lives. In order to expand and increase their survival changes, half dragons usually spend the early parts of their long lives rearing and raising children, and will only adventure once they feel they have experienced this kind of life long enough, potentially leaving their current children into the care of their spouse or families. Their long lives allow them to experience both lifestyles, and it isn't uncommon for a half dragon adventurer to have children waiting at home, or to return to a life of family once their adventuring lives are behind them. However, despite their claims, their adventuring lives are never truly left behind, as their racial drive to become stronger often pushes them back into it once more. Despite this, half dragons are a race with strong individuals, and some start their lives as adventurers instead. The pull towards worthwhile challenges taking priority for them.

Alongside half silver dragons, half blue dragons, and half bronze dragons, half red dragons are among the most numerous of half dragons. This has baffled many scholars, as red dragons do not have the love for humanity that silver dragons have, nor the organization and family bonds of blue and bronze dragons. In addition, red dragons are infamous for their pride and desire to make achievements without the help of others. And ironically, while half red dragons have the strongest desire out of all the half dragons to become stronger, they do work very well together. They are known as sea coast raiders, who pillage while sailing their longboats. While this is partially true, there are also more peaceful half red dragon tribes. Half red dragons generally believe that they were formerly human tribes, who sought to create more half red dragon tribesmen to give them an edge in their many wars. They did this through temporary forged alliances with red dragons, whom they bought with gold and treasure. Over time their dominant genes spread, creating entire tribes of half red dragons. Among these tribes, sorcerers that practice Storm Sorcery are revered. These sorcerers are blessed by the storms (page 57) and use their magic to safely guide their people's longboats on their long journeys, and are also capable combatants who can hold their own in battle. Those half red dragon Storm Sorcerers that have done a great deed for their people will often be gifted a Sorcerous Hammer, through which they can channel their spells (page 56). Another way to show your worth is by becoming a renowned warrior, and berserkers are considered to be among the greatest of warriors.



Dr.welps

At your DM's discretion, if you are a barbarian that has chosen the Path of the Berserker, you gain the Relentless Fury optional feature at 3rd level.

Relentless Fury (Berserker)

3rd-level barbarian feature, requires the Berserker primal path

Whenever you would gain a level of exhaustion, you must make a DC 10 Constitution saving throw. If you succeed, you do not gain the level of exhaustion. Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, it resets to 10. In addition, you ignore all effects of any levels of exhaustion you have while you are raging.

There are also groups of half dragons that work together with their full-blooded kin. The most notable of those are the half silver dragons, who are often raised in human settlements by their silver dragon family. These children are often the result of the silver dragon's fascination with humans, resulting in unions that create half silver dragons.

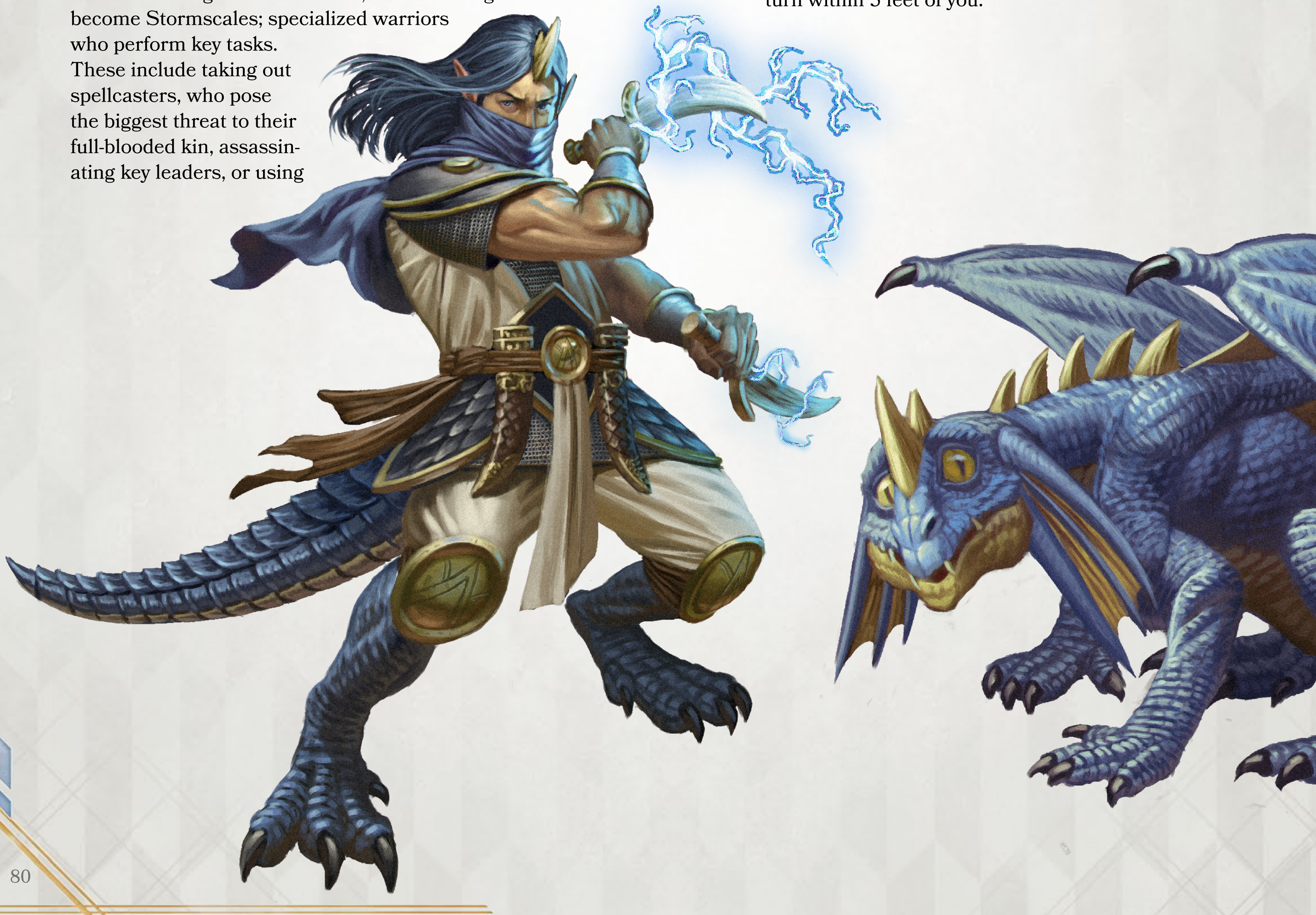
Half blue dragons on the other hand are often created by blue dragon families as a means to create plentiful and loyal troops to serve them. Despite this ulterior motive, blue dragons are surprisingly good parents, treating their half and full-blooded offspring with equal affection. This generally results in half blue dragons being loyal agents of their families. The family always comes first, even if it means defying Tiamat. Despite being chromatic dragons, blue dragons are more likely to be mocking and manipulative than outright cruel or murderous to "lesser" creatures, which is why they love using hallucinations on travelers. Because the dragons themselves already provide the brute strength to their forces, half blue dragons often become Stormscales; specialized warriors who perform key tasks. These include taking out spellcasters, who pose the biggest threat to their full-blooded kin, assassinating key leaders, or using their incredible speed to surprise foes and take them head-on. These Stormscales are fiercely loyal to their full-blooded dragon kin, to the point that blue dragons even trust them enough to allow them to be hired by those with sufficient gold. They are greatly feared by even the most powerful of wizards, as more than one spell caster has met a grizzly demize at the hands of a Stormscale. Stormscale are also known as honorable in many cases, and reward those that have provided a service to their cause. This seems strange to many due to their blue dragon heritage, as they generally worship Tiamat. Many speculate that they have this code of honor due to pragmatism, as it allows them the best results to persuade others, as they often have enough riches. However, if those who have gained freely gifted scales from a dragon (blue or otherwise) seek to interweave these scales into light armor, most Stormscale will ensure that they find someone who can do that for them, out of respect to dragon kind. Despite being honorable, Stormscale will pragmatically eliminate anyone who might pose a threat to their dragon family.

Feats

Mage Slayer (revised)

You have practiced techniques in melee combat against spellcasters, gaining the following benefits:

- When a creature within 5 feet of you casts a spell, you can use your reaction to make a melee weapon attack against that creature.
- You have advantage on melee attacks against creatures that are concentrating on a spell.
- You have advantage on saving throws against spells cast by creatures within 5 feet of you, or who started their turn within 5 feet of you.



Relationship with other races

Half dragons get along well with dragonborn, as they share similarities with this draconic race. However, unlike dragonborn, half dragons tend to be more individualistic due to their stronger ties to their draconic ancestry, despite their more humanoid appearance. Half dragons are well accepted within dragonborn communities. This despite the long tail that half dragons have, which is seen as a bad omen if it belongs to a dragonborn. Dragonborn see half dragons as fundamentally different, despite the similarities, and that would explain their tolerance for their tails.

Kobolds are often seen in an endearing way, thinking of them as comedic but still being respectful enough to them due to their usefulness. They will usually come to the defense of one because of this endearing feeling, unless the kobold deserves its misfortune which it often does. Half dragons can be annoyed with them from time to time, however the kobold's valuable skills and devout worship makes these annoyances easier to overlook in the eyes of a half dragon.

They tend to get along well with most other races, though the drive and ambition that humans often possess makes half dragons gravitate towards humans more often than not. They are, however, wary of races that have unfavorable reputations based on past actions or beliefs. Yet, many half dragons will judge individuals based on their merits before deciding on an opinion about them.

Half Dragon players vs Half Dragon template

There is an existing half dragon template, which is meant as a boon on top of existing monsters. The half dragon player race is different in both appearance and power. Where the template makes the creature look extremely dragonlike, the playable half dragon still has a very humanoid appearance. The half dragon can have the appearance of a dwarf or halfling if the mortal parent was one, though due to its larger size it would usually be medium, as well as possess all the other half dragon traits. At your DM's discretion however, you can choose to be small sized if one of your mortal parents was as well.

The term half dragon is also used as a reference to those who are descendants of such unions between dragon and mortal, and as such the name is a bit inaccurate when used in those cases. Regardless, it is a generally acceptable term when used to describe the more humanoid descendants of dragon kind.

For those players that want to play a half dragon with wings, you can discuss the following option with your DM; access to the Draconic Heritage feat from the dragonborn:

Blessed by the Dragon Gods

Most half dragons only possess a draconic tail and lower body, along with several scales on their upper bodies. However, there are a rare few who are blessed by the dragon gods (usually Bahamut or Tiamat) and are granted draconic wings. These blessings seem to be random, as even the most devout followers of Bahamut will find it unlikely that they would be blessed with them. Those who are lucky enough to be granted this blessing will often start with smaller or weaker wings, which need time to properly grow in size or strength. And, similar to the lesser dragon form, these wings will only further motivate them to ascend to dragonhood.

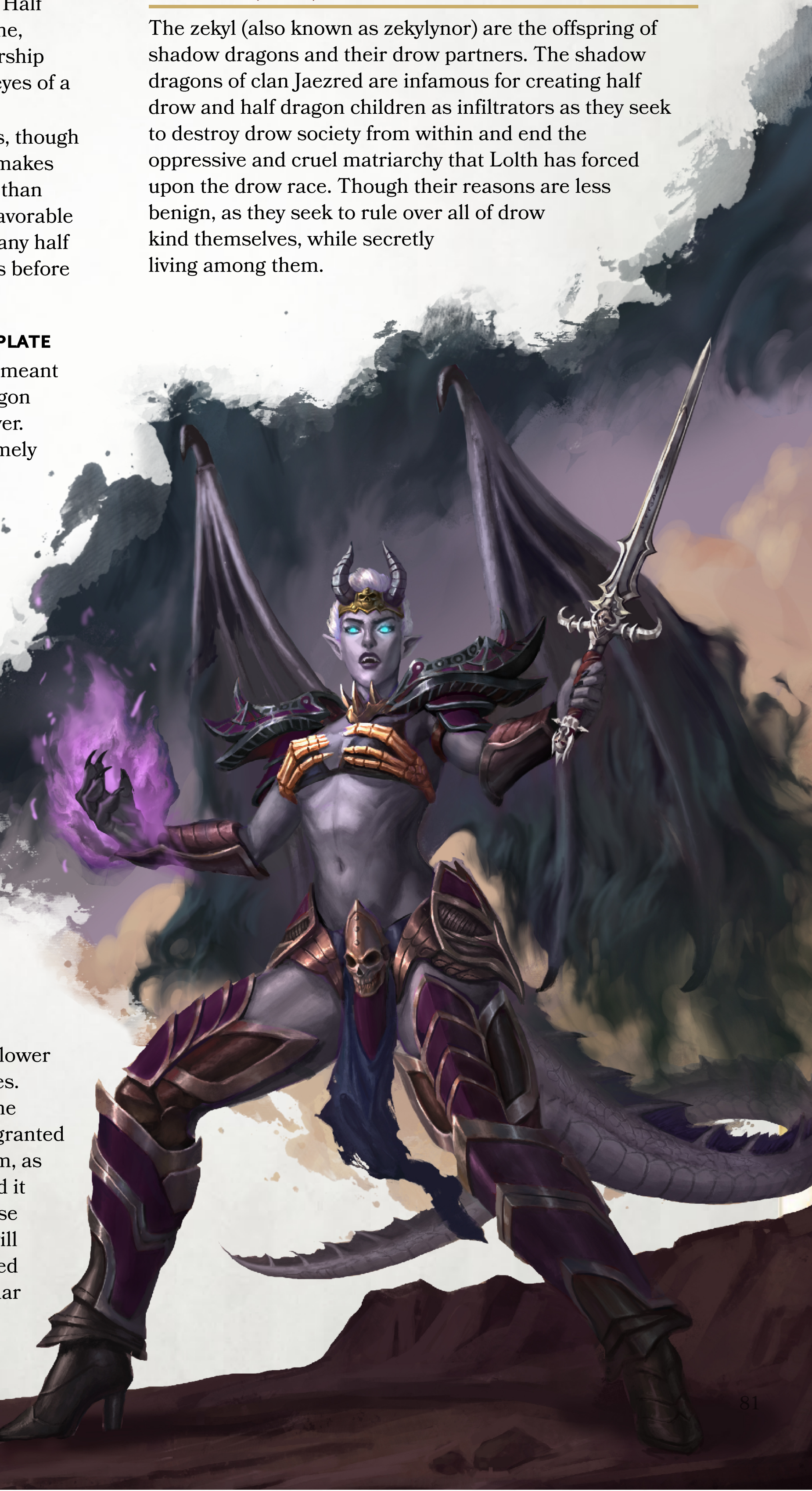
Playing as a Half Dragon with wings

Some half dragons are blessed by the dragon gods and may choose the Draconic Heritage feat (page 7) from the dragonborn as their feat once, to gain the Wings trait of the Wayfarer subrace. This grants them draconic wings.

NOTE: This is a powerful feat when given to a half dragon, so you can only take this feat once and with your DM's permission, and you must choose the Wings trait of the Wayfarer subrace.

Zekyl (Elf)

The zekyl (also known as zekylynor) are the offspring of shadow dragons and their drow partners. The shadow dragons of clan Jaezred are infamous for creating half drow and half dragon children as infiltrators as they seek to destroy drow society from within and end the oppressive and cruel matriarchy that Lolth has forced upon the drow race. Though their reasons are less benign, as they seek to rule over all of drow kind themselves, while secretly living among them.



Playing as a Zekyl elven subrace

When playing an elf you can choose Zekyl as your elven subrace, provided you have your DM's permission. You have access to all the customization options that drow and half dragons have, including feats and epic boons. When you ascend to dragonhood you can shapechange into an adult red shadow dragon (*Monster Manual* page 84 and 98). You can choose the Draconic Heritage feat (page 7) from the dragonborn once, but must choose the Wings trait of the Wayfarer subrace. Zekyl players gain the following racial traits:

Ability Score Increase. Your Strength or Charisma score increases by 1 (your choice).

Change Shape. You can cast the *disguise self* spell once with this trait, and can cast it this way again after finishing a long rest. Charisma is your spellcasting ability for this spell. If you use this spell to disguise as an elf, then the disguise remains until you cast it again.

Breath Weapon. You can use your action to exhale destructive energy. When you use your breath weapon, each creature in a 15-foot cone which originates from you must make a Dexterity saving throw. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 necrotic damage on a failed save, and half as much damage on a successful one. The damage increases by an additional 1d6 at 5th level, 8th level, 11th level, and 17th level. After you use your breath weapon, you can't use it again until it's recharged. At the start of each of your turns, provided you already used your breath weapon, you can roll a d6. On a 6, you regain the use of your breath weapon. Otherwise, your breath weapon recharges 1 minute after you used it. Using this trait reveals your true nature to any creature within 30 feet of you that can see you.

Superior Darkvision. Your darkvision has a range of 120 feet, instead of 60.

Sunlight Sensitivity. You have disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight when you are in direct sunlight.

Languages. You can speak, read, and write Draconic.

Zekyl players can choose the shadow dragon as their chosen dragon for subclasses that make you choose between different dragon types. Its damage type is necrotic. The shadow dragon counts as either a metallic or chromatic dragon (your choice). Zekyl Dragon Domain clerics, that chose the shadow dragon for their Draconic Blessing, will deal necrotic damage in a 30-foot cone (Dex. Save) with their Dragon's Wrath Channel Divinity feature. Zekyl Draconic Bloodline sorcerers can use the absorb elements spell against necrotic damage as well. When Zekyl players gain the Drow High Magic feat, they can exchange the levitate spell with the shadow blade spell.

As they grow stronger, they are able to ascend to dragonhood in a similar manner as half dragons are, and will become known as drow-dragons. However, due to the influences of the shadowfell on their bloodline, they are not truly half dragons themselves, as they are genetically closer to their elven lineage. Which is why, when ascended, they consider themselves to be an entirely different species.

Due to the chaotic influences of the shadowfell, their appearance varies, but they always share some draconic characteristics. Unlike half dragons they do not have a natural resistance against an elemental type, but instead their shadow touched nature allows them to change their appearance, enabling them to infiltrate drow society from within. They are also far more likely to develop wings than regular half dragons are, which scholars believe is due to the influences of the shadowfell instead of a deity. Shadow dragons are affectionate to all of their children, shadow dragon or zekyl alike. Because of this strong family bond, most zekyl have a strong sense of loyalty to the shadow dragons that govern over them. Yet some Zekyl follow the deities Vhaeraun and Eilistraee, whom they consider allies against Lolth. While others become adventurers, and seek to leave the Underdark all together.

Silverbrow (Human)

Silver dragons relish humanoid form and enjoy many of the same daily pleasures as humans. Long ago, communities of humans welcomed disguised silver dragons among them, not knowing the truth about their new neighbors. In these communities, half silver dragon children became common as the dragon visitors married their human friends. These communities either welcomed these children, or their draconic parents used their magic to alter their appearance. Over time, as these children mingled with other humans, the overtly draconic physical characteristics faded, leaving human looking children with silver dragon bloodlines. When the dragons themselves departed, they left behind a strong draconic heritage; a silver streak or highlights in the hair. They came to be known as silverbrow humans.

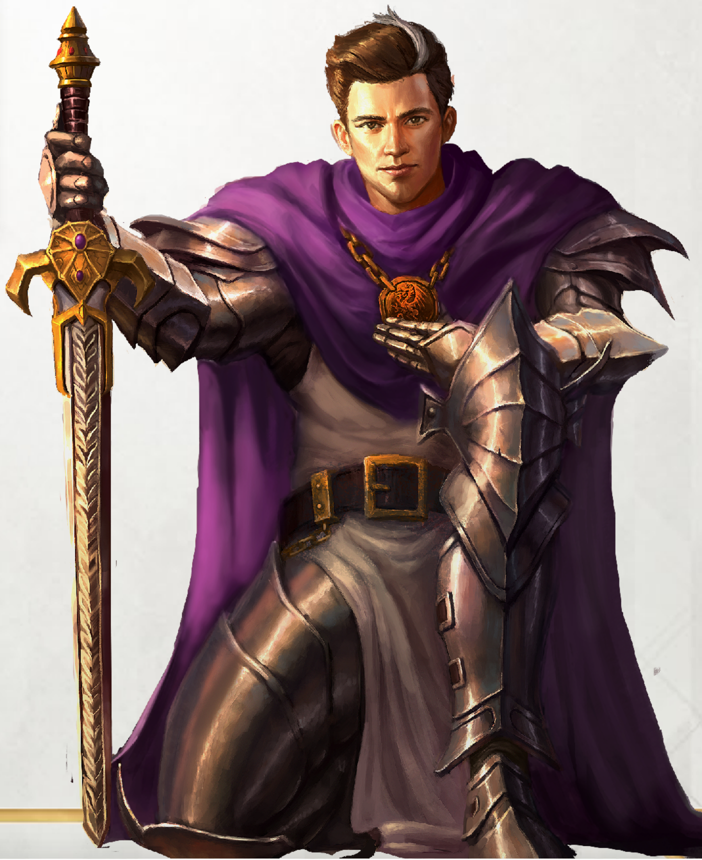
Playing as a Silverbrow Human

If your campaign uses the optional feat rules from the Player's Handbook, your Dungeon Master might allow these variant traits, all of which replace the human's Ability Score Increase trait.

Ability Score Increase: Two different ability scores of your choice increase by 1.

Feather Fall: You can cast the *feather fall* spell once with this trait, and you regain the ability to do so after finishing a short or long rest. Those affected by this spell can move one foot horizontally for each foot that they fall.

Feat: You gain one feat of your choice.



Kobold

When most people think of kobolds, having a draconic ancestor is likely one of the last things that comes to their mind. Kobolds are cowardly by nature, and usually have a weaker moral standing than most other races. As such they seem to have little in common with their draconic ancestors. Nevertheless, kobolds are quite capable crafters and builders, if they are instructed well enough. And they have an uncanny natural affinity for tunneling and laying traps. Kobolds can live up to 120 years, but their tendency of almost comedically getting themselves killed means they rarely live that long. They are the most numerous of all the draconic races, and they are also renowned for their teamwork. When fighting alongside other kobolds they are also far less cowardly.

What they are most renowned for however is their worship of dragons, whose whims and even cruelty they readily forgive. This despite their tendency to be petty and spiteful if they don't receive the respect they believe they deserve as descendants of glorious dragonkind. Indeed, no form of treachery comes to mind when a dragon is involved. And as far as they are concerned, dragonborn and half dragons are every bit as dragon as true dragons are.

Wild Kobolds

Those kobolds that are found as opponents to adventurers are usually "wild kobolds" as they are described by those that understand the difference. These kobolds are far less likely to interact with other races, and have developed a sensitivity to sunlight because they are not accustomed to living outside their tunnels. Like the more civilized Kobolds, who are sometimes referred to as "high kobolds" by scholars, they are renowned trap makers and tunnelers. However, these wild kobolds often struggle to survive, and as such they are better trained at teamwork, as those that aren't are usually eaten quite early in their lives. Because of this they are less developed, and far more hostile. Kobold players may choose to sympathize with their less developed cousins, or they could be scornful, not liking how these even more cowardly kobolds give them a bad name.

Relationship with other races

Kobolds revere both dragonborn and half dragons, to the point that it is almost worship. And although they will also stand up for their own interests (which they consider a sign that they are worthy) they will still do everything within their power to prove their worth to them. These are generalizations, but overall they do tend to be highly positive towards dragonborn and half dragons, especially those that show them a shred of respect. Which doesn't have to be a whole lot all things considered. As such the other draconic races tolerate them, either annoyed or endeared, or both.

Other humanoid races on the other hand are often met with suspicion, and the feeling is often mutual. However, many kobolds are more open, especially if a good meal is involved. Gnomes however, are generally considered a racial enemy, though some kobolds can overlook that if the meal is sufficient enough.

Dragonwrought Kobolds

Dragonwrought kobolds are rare members of the kobold race with a stronger connection to their draconic ancestors. All dragonwrought kobolds have scales that are tinted in a hue that aligns with their respective ancestors. The eggs that dragonwrought kobolds come from are covered in specks matching the color of their true dragon relative, increasing in size and number over time. These kobolds are born with a set of reptilian wings, but only some can immediately use them for flight. In most cases it will take practice and experience for them to fully utilize their wings to their fullest.

The influence of a dragonwrought kobold's ancestry is deep enough that they are granted several abilities. They are immune to magical sleep effects, and are resistant to paralysis as well as their draconic ancestor's elemental type. Those with chromatic ancestry live up to five times longer than regular kobolds, and those with metallic ancestors can live up to ten times longer. Which is impressive seeing as regular kobolds can live up to 120 years.

Dragonwrought eggs are usually brought to sacred kobold communities in mountain ranges or other high altitudes, where they focus on training their wings instead of digging through the earth and placing traps. They are also more prideful then regular kobolds, but this does not dissuade other kobolds from revering them in the slightest.

Usually dragonwrought kobolds are born from special eggs, but sometimes the draconic gods bestow the gift of dragonwrought upon those kobolds who earn their favor. These kobolds are called Urds, named after the draconic word for wings, and are equally revered.

Playing as a Dragonwrought Kobold

You may choose to play as a regular dragonwrought kobold, born with wings from a special egg and cherished among your tribe.

If you choose this variant, you gain the Urd Feat (page 18) at 1st level, but you lose the following racial traits: Burrower, Center of Attention. and Skilled Trapper (page 17).

Religion

Worship is a sensitive topic among the draconic races. On one hand Bahamut is often worshipped by half dragons, while Tiamat is usually worshipped by half dragons of evil alignment. Asgorath, also known as Io, the Ninefold Dragon, who created the dragon gods and all of dragonkind, cares for the betterment of dragons and dragon society as a whole, and those who worship him often have very different interpretations. Regardless, he cares for all dragon kind, which includes the draconic races.

Dragonborn on the other hand prefer not to revere gods, and will mostly just tolerate their worship. Especially dragon gods are a touchy subject, as they are generally not very fond of true dragons, which extends to the dragon gods. Even as they receive blessings, or fragments, of what makes a true dragon, they still do not think fondly of dragon kind. Most dragonborn believe that the gods created them as slaves to the dragons, so worship among dragonborn is considered taboo. Most dragonborn who revere gods are usually paladins, as paladins are purpose driven and honor bound. They earn the blessings of their gods through deeds, not by praying or asking for aid. In their minds they will become so strong and powerful that the entity will recognize them, see the value within them, and offer its help to them. Which they will accept for the betterment of the clan, and those around them. This is why those who revere gods are usually paladins instead of clerics, and why dragonborn warlocks are extremely rare.

The main deities of the draconic pantheon are Bahamut and Tiamat. They are also the ones who enjoy the most non-draconic followers, and have been at odds with each other since the beginning of creation.

All dragon gods have in common that they value strength and independence, and this is one of the few areas where Bahamut and Tiamat find common place. Bahamut on one hand promotes strength in his followers and teaches them to promote independence. He will shield those that are weaker, but strongly encourages those weaker beings to strive to improve themselves. While Tiamat has little patience for weakness, and encourages her followers to kill those that provide no use to them.

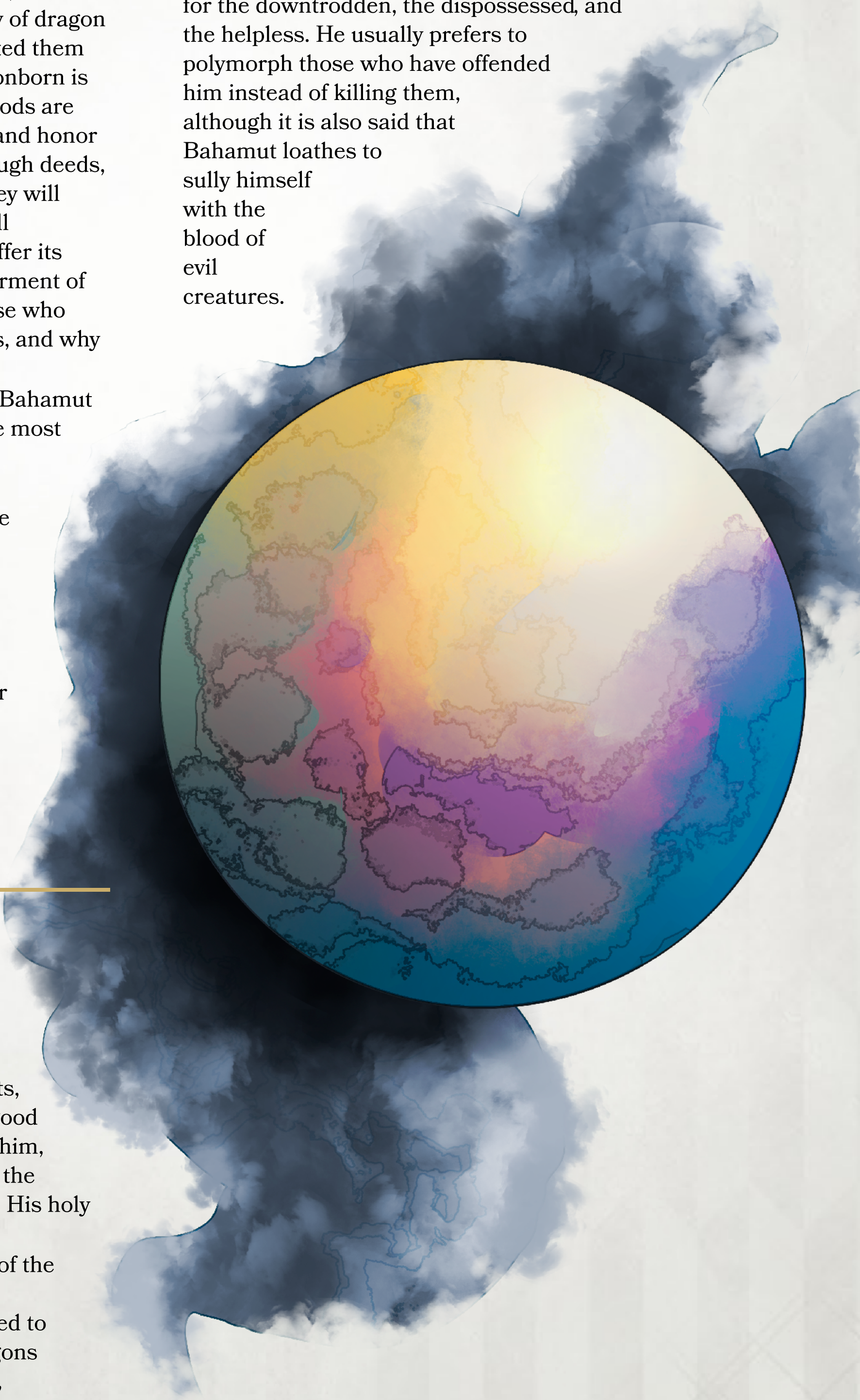
Asgorath

Asgorath, also known as Io, is the neutral dragon deity of creation. He (or she, as some traditions suggested) is regarded as the creator of the multiverse and of dragonkind. He manipulates the destinies of all dragons by operating in a way that nobody suspected his involvement. Asgorath is supposed to encompass all alignments, but is often regarded as neutral. However, many good aligned half dragon clerics and paladins worship him, as he is the protector god of all of dragon kind. In the Outer Planes, he is more commonly known as Io. His holy symbol is a multicolored metallic disk.

Some sages believe that Asgorath is an aspect of the World Serpent concept, while others claim that Asgorath is actually a primordial that has ascended to godhood. Regardless, Asgorath is revered by dragons of all kinds. He is also worshiped by half dragons, kobolds, lizardfolk, troglodytes, humans, and even a few dragonborn. Asgorath has no real enemies among the other gods, because of his neutral point of view. Even those of opposing alignments can find common cause under the banner of the World Shaper.

Bahamut

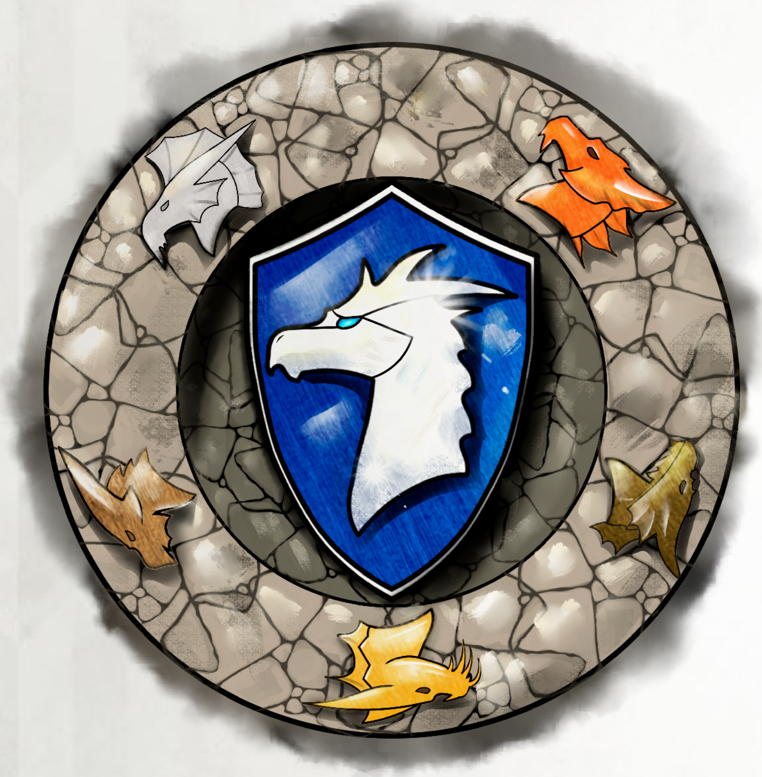
Bahamut is the lawful good dragon god of justice, good dragons, metallic dragons, wisdom, and enlightened justice (justice tempered with mercy and punishment with forgiveness). Bahamut is stern and very disapproving of evil, always arguing with Asgorath about his crusade against it. He accepts no excuses for evil acts, and doesn't tolerate even minor offenses by evil creatures. Despite his stance, he is also considered one of the most compassionate beings in the multiverse. He has limitless empathy for the downtrodden, the dispossessed, and the helpless. He usually prefers to polymorph those who have offended him instead of killing them, although it is also said that Bahamut loathes to sully himself with the blood of evil creatures.



By draconic standards, Bahamut is neither vain or desirous of treasure. He values wisdom, knowledge, prophecies, and songs instead. He uses the great wealth he has amassed over the ages to help those in need, while using the magic items he has gathered to further his goals. However, he also pursues viciously (usually sending his champions and followers) those who try to steal the hoard from his palace as, after all, he is a god of justice.

Bahamut also likes to prove the strength and worthiness of his followers by battling against them in his dragon form, halting the combat when his followers are injured or when he overcomes them. However, he is prone to get carried away by his zeal, and has powerful healers on hand in case he has gravely injured one of his followers in those battles.

While his court is comprised only of gold dragons, Bahamut enjoys the company of all good dragons, delighting in their differences and varied personalities.



KURTULMAK

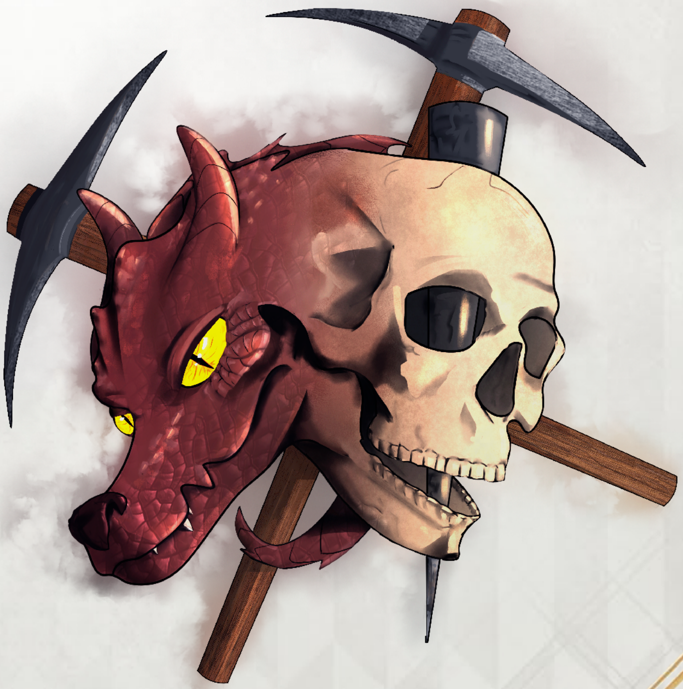
Kurtulmak is the lawful evil or lawful neutral (depending on which branch) patron god of kobolds. Interesting enough, there are two branches of worship that revere him.

The first one is practiced by the wild kobolds, who preach that Kurtulmak tirelessly drives kobolds to make war upon gnomes, in retaliation for a prank the gnomish deity Garl Glittergold pulled on him. This version of Kurtulmak is known to have neither compassion nor a sense of humor. Their symbol is a gnome's skull pierced with an iron stake.

The second branch is practiced by the more civilized kobolds, in which Kurtulmak is of lawful neutral alignment. It tells that Kurtulmak is a victim of a cowardly act by Garl Glittergold, but that one day their people will rise up and bring him to justice. Their holy symbol is the head of a kobold with golden eyes, and two crossed pickaxes.

The First story tells of how Kurtulmak decided to carve out a great cavern and rig it to collapse, whereupon he would then play a great jest; he would invite all of the other racial deities to the cavern for a feast, whereupon he would tell them the tale of "The Violation of Tiamat's Lair." At the tale's end, he would pull out an ornate stone trigger and bury the assembled deities alive. The subsequent turn of events differs on whether the myth's teller is a kobold or a gnome, but either way Garl Glittergold stumbled across Kurtulmak's cavern and pulled the trigger, burying the God of the kobolds in his own trap. The kobold version insists that Garl Glittergold did so because he was jealous of Kurtulmak's creation, whilst the gnomish version claims that Garl admired Kurtulmak's work and pulled the keystone out simply to see if it worked.

The second story, as told by those kobolds that are more civilized, tells an entirely different tale: When Io gave the secret of creation to the first true dragons, the first dragon to use that secret was Caesinsjach, a green dragon. The first kobold was Kurtulmak. Caesinsjach chose to command her new creations through Kurtulmak; and he ascended to a position of leadership. When Caesinsjach told the kobolds to mine for precious metal, Kurtulmak invented the pickaxe. When she ordered them to tile her lair with gold, Kurtulmak minted the first draconic coin. And when she told them to mine precious stones, Kurtulmak taught himself sorcery to divine where minerals were located. When Caesinsjach's lair was finished, and she had become the wealthiest dragon in creation, she let the kobolds go free. In emulation of his former mistress, Kurtulmak immediately began mining a lair for himself. Although he never asked for help, every kobold he ever worked with came to his aid. Kurtulmak found a spot with a near limitless supply of metal ore and precious stones. With Kurtulmak commanding the operation, it quickly became the most structurally sound and resourcefully designed mine the world had ever seen. Kurtulmak called it Darastrixhurthi, a fortress fit for dragons. Nothing rivaled it. Garl Glittergold was not pleased. While his gnomes were playing useless games, the kobolds were busy working and were ready to emerge as a dominant race. And so with a wave of his hand, Garl collapsed Kurtulmak's mine, crushing all the kobolds inside. The other gods demanded an explanation, but no deity came forward to reverse the damage done. Io, realizing that no god would help, found Kurtulmak still clinging to life. Even buried under the mountain he would not give up on his people. Io gave Kurtulmak a choice. He would empower Kurtulmak with



the strength to rebuild the mine, or he would make the mighty kobold a champion of his people for all eternity. In this latter case, the loss of Darastrixhurthi would remain, but the memory of what happened would never be forgotten.

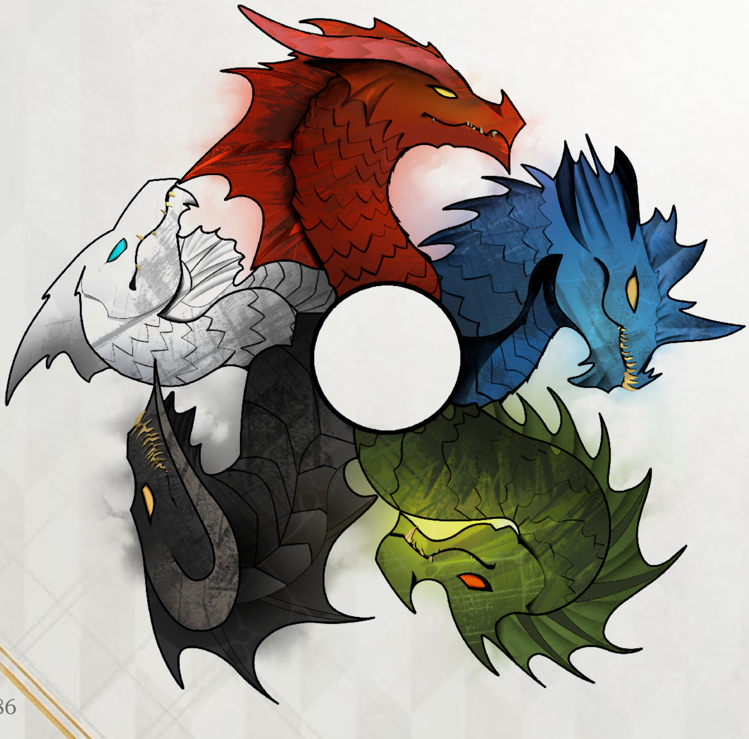
All kobolds are far less fearful when fighting alongside their tribe, as they believe that when they die serving their tribe they will be reincarnated as the next egg laid in a hatchery. If a kobold dies serving its own need instead of that of the tribe, it gets reincarnated as the next pup born in the dire weasel stables. And if it betrays the tribe, it will reincarnate as a giant beetle, to be hunted by other kobolds. Those who die while sacrificing themselves for the tribe are instead send to Kurtulmak's mine in heaven, and the most productive and loyal kobolds there will be reincarnated as dragons on the material plane. Those faithfully serving a dragon, without betraying their tribe, also gain these divine rewards. They live, they die, they live again.

Tiamat

Known as the Dragon Queen, Tiamat is the lawful evil dragon goddess of greed, evil dragons, and chromatic dragons. She is the eternal rival of her brother Bahamut, ruler of the good metallic dragons.

Tiamat is arrogant, greedy, hateful, spiteful and vain. She never forgives any kind of slight, and always seeks to obtain more power and wealth. She disdains mortals, regarding them as mere disposable tools in her schemes. When needed, she is charming and effeminate, but her self-serving and reptilian personality betrays her sooner or later. Tiamat enjoys the company of male dragons, and she has many great wyrm consorts of the chromatic varieties. She also has an insatiable greed for treasures, but prefers that her followers bring it to her in the form of gifts instead of searching for riches on her own.

Tiamat feels only scorn towards her brother, as she believes that dragons should dominate the world and rule over the lesser and weaker races. Nonetheless, if non-draconic followers of her prove their worth, she will indeed bestow her blessings and strength upon them. Strength and independence are virtues she is always fond off, and she can even become fond of mortals without draconic blood in their veins. Provided they acknowledge and submit themselves to the superiority of dragons.



Ancient Foes

Dragons are known to be among the most powerful beings in the multiverse. As such there are few that seem to be able challenge their power. However, the multiverse is a fast place, and the enemies of dragonkind have more than one way of bringing ruin to the realms dragonkind call home. In order to combat such threats, many half dragons receive divine calls from their deities, who then band together to fight a common foe, sometimes regardless of which dragon god they align with. These campaigns are sometimes nicknamed bronze crusades, as the vast majority of those receiving the call are half bronze dragons. They are among the most numerous of half dragons, and are also the most organized and militaristic. Because the divine calling can come at any time, many are forced to leave their spouses and children behind, as they risk everything to ensure that dragonkind, and as such their families, endure.

Primordials

The primordials, or dawn titans, are god-like beings made of manifest entropy and elemental energy. Long ago, they used the dragons as slave-steeds in their war with the gods. Later on they, and several of their slave-steeds, were banished to their own world of Abeir. There, the dragons rose up against their masters and were able to defeat most of them, ruling Abeir in their stead. Meanwhile, many dragons were left behind by the primordials, and became a dominant species on many worlds. The primordials still remain a threat however, as some have vowed to bring dragon kind back under their rule. They operate through cultists, to manipulate the draconic races and destroy them from within. These cultists pose themselves as virtuous, claiming that having dragon blood makes you tended towards evil, and that you must follow the cult for guidance and let the cult take care of you, making you a slave in all but name. Because of the draconic races their tendency towards valuing strength and independence, this has always met with little success. When manipulating the other mortal races against them on the other hand, they have had far better success, as they paint everyone who has dragon blood in their veins as oppressors to the other races. While many true chromatic dragons are indeed evil, more than one innocent half dragon or dragonborn has been the victim of a hateful mob set up by primordial cultists.

DRAGON'S ARMORY

Most magic items are created by wizards and artificers, crafted using complex spells and techniques beyond normal people. There are, however, some that can be made by anyone – though the materials are too hard for many to attain.

For those brave enough to confront the most dangerous magical creatures in the multiverse, extraordinary items can be crafted by people without a whiff of magical talent to call their own.

A DRAGON'S GIFT

Most adventurers have heard of the extraordinary powers of dragons' scales; however, few know of how much more powerful they are when given freely as opposed to those taken by force. Those who attune to dragon scale armor made of these scales gain an extension of the dragon's very essence. Only rarely does a dragon willingly give up its scales, however, as it also grants the wearer immunity against that dragon's breath weapon. Equally rare are the daggers and other weapons made of gifted dragon fangs and claws. The Dragonfriend's Armor is especially sought after by druids, who are able to wear this armor due to its lack of metal.

DRAGON SPECIES AND DAMAGE TYPES

Dragon	Damage Type
Black	Acid
Blue	Lightning
Brass	Fire
Bronze	Lightning
Celestial	Radiant
Copper	Acid
Gold	Fire
Green	Poison
Red	Fire
Sapphire	Thunder
Silver	Cold
Steel	Acid
White	Cold

DRAGONCLAW WAR PICK

Weapon (war pick/mace), very rare (requires attunement)

This war pick is made by affixing a gifted adult dragon's claw atop a mithral shaft. This weapon can be reversed, using the blunt head as a mace. However it is used, you gain a +2 bonus to attack and damage rolls you make with this weapon. When you wield this weapon as a war pick, it has the finesse property and deals an additional 1d8 piercing damage. Using it in this way, it can also be used as a pickaxe. When you wield this weapon as a mace, you can use it to shove an enemy, adding 1d8 to your Strength (Athletics) check. If you successfully hit or shove a creature with this weapon, it takes an additional 1d8 bludgeoning damage. If the dragon that provided this claw dies, it becomes a magical war pick/mace that only retains its +2 bonus.

DRAGONFANG DAGGER

Weapon (dagger), rare or very rare (requires attunement)

A single tooth from such a full maw might seem a trifling gift, but such a fang plucked willingly from a young dragon's mouth contains within it a fragment of their essence. The hilt is wrapped in leather, carved to fit snugly in your hand.

When you attune to this weapon, a Draconic letter appears on your palm, the first letter of the name of the dragon who tore this tooth from their mouth. You gain a +1 bonus to attack and damage rolls you make with this weapon. On a hit with this weapon, the target takes an extra 1d6 damage (the damage type matches the dragon whose tooth this dagger was made from). Immediately after you make a ranged attack with this weapon, it teleports back to your dragon-branded hand. You can also use a bonus action to summon the dagger to that hand as long as it is on the same plane of existence. Additionally, this dagger has a thrown range of 30/120.

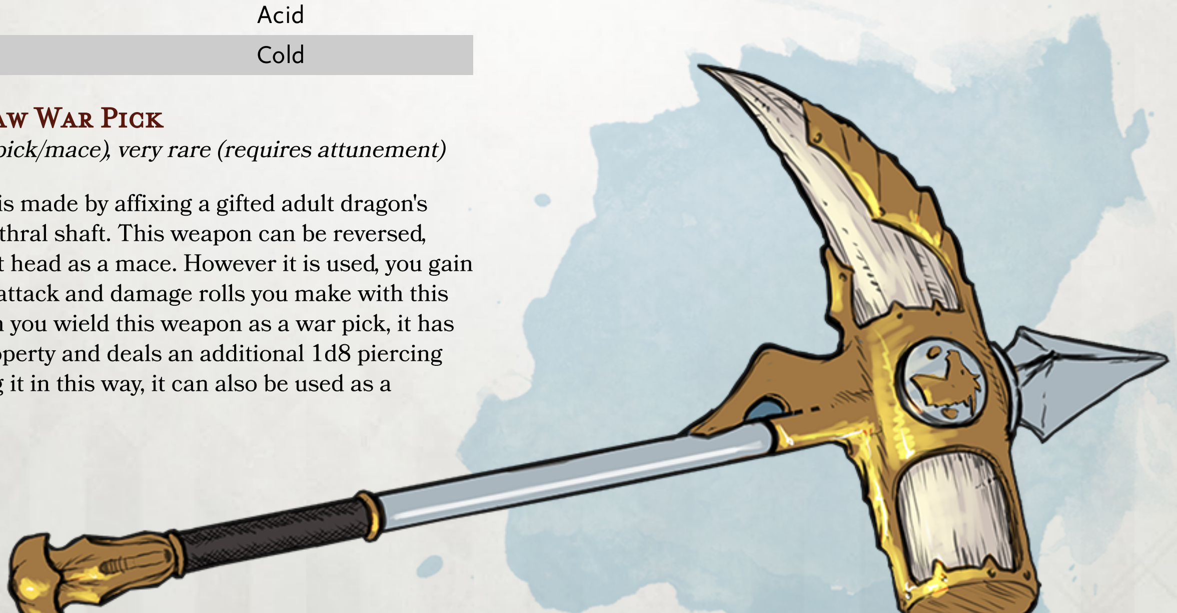
An adult or older dragon is even harder to convince to part with one of its fangs, as it is also a matter of pride. But those that are convinced will grant you a great gift. These fangs are often rewarded by blue dragons to their Stormscale servants. This Dragonfang Dagger is a very rare magic item that grants its wielder all the above benefits, and your attacks with this weapon score a critical hit on a roll of 19 or 20.

If the dragon that provided this fang dies, it becomes a magical dagger that only retains its +1 bonus.

DRAGONFRIEND'S ARMOR

Armor (scale mail), varying rarity (requires attunement)

Dragon scale mail made of freely gifted scales is especially supple and sturdy. As such it doesn't impose disadvantage on your Dexterity (Stealth) checks, and it has a base AC of 15 + Dex modifier (max 2).



Age	Rarity	AC bonus
Wyrmling	Uncommon	+0
Young	Rare	+1
Adult	Very Rare	+2
Ancient	Legendary	+3

While wearing this armor, you can speak Draconic, you gain a bonus to AC based on the age of the dragon, you have advantage on saving throws against the Frightful Presence and breath weapons of dragons, and you have resistance to one damage type that is determined by the kind of dragon that provided the scales, as shown in the Dragon Species and Damage Types table (page 87).

You are immune to harmful regional effects and lair actions caused by the dragon that gifted you these scales. If you are subjected to that dragon's breath weapon, you automatically succeed on the saving throw and take no damage.

If the dragon that gifted these scales dies, this armor loses most of its magic, the supple scales harden, and it becomes magic scale mail that only retains its bonus to AC.

King's Alloy

Armor (scale mail), legendary (requires attunement)

While *dragonfriend's armor* is made from one set of gifted scales, *king's alloy* is a patchwork pulled together from scales gifted by one of each of the five main types of metallic dragon (brass, bronze, copper, gold and silver), at least one of whom is ancient. The five types of scales slide soundlessly against each other, muffling your movements and bolstering you against harm. As such it doesn't impose disadvantage on your Dexterity (Stealth) checks, and it has a base AC of 15 + Dex modifier (max 2).

While wearing this armor, you gain the following benefits:

- You can speak Draconic.
- You gain a +3 bonus to AC and saving throws.
- You have resistance against acid, cold, fire and lightning damage.
- You are always under the effects of the *heroism* spell cast by a creature with a spellcasting modifier of +9.
- You have advantage on saving throws against the Frightful Presence and breath weapons of dragons.
- You are immune to harmful regional effects and lair actions caused by a dragon that gifted you these scales. If you are subjected to such a dragon's breath weapon, you automatically succeed on the saving throw and take no damage.

When you are within 6 miles of a dragon that gifted you these scales:

- Any healing one of you receives, both of you receive.
- You share that dragon's damage immunity.
- You and the dragon can communicate telepathically.

If the gold dragon that gifted you its scales dies, the *heroism* spell on you ends. If any of the other dragons that gifted you scales for this armor dies, you lose the damage resistance associated with that dragon. If all five dragons that gifted scales for this armor die, you die and the armor is destroyed.

Curse. Once you don this armor, you can't doff it unless a creature uses a *wish* to free you.

Queen's Prism

Armor (scale mail), legendary (requires attunement)

While *dragonfriend's armor* is made from one set of gifted scales, *queen's prism* is a patchwork pulled together from scales gifted by one of each of the five main types of chromatic dragon (black, blue, green, red and white), at least one of whom is ancient. The five types of scales slide soundlessly against each other, muffling your movements and bolstering you against harm. As such it doesn't impose disadvantage on your Dexterity (Stealth) checks, and it has a base AC of 15 + Dex modifier (max 2).

While wearing this armor, you gain the following benefits:

- You can speak Draconic.
- You gain a +3 bonus to AC and saving throws.
- You have resistance against acid, cold, fire, lightning and poison damage.
- A creature that touches you or hits you with a melee attack while within 5 feet of you takes 5 poison damage (you can replace the poison damage with any damage type you are immune to).
- You have advantage on saving throws against the Frightful Presence and breath weapons of dragons.
- You are immune to harmful regional effects and lair actions caused by a dragon that gifted you these scales. If you are subjected to such a dragon's breath weapon, you automatically succeed on the saving throw and take no damage.

When you are within 6 miles of a dragon that gifted you these scales:

- If you fail a saving throw, as a reaction you can beseech a dragon that gifted you their scales to expend one of their legendary resistances to cause you instead to pass. They might choose not to aid you.
- You share that dragon's damage immunity.
- You and the dragon can communicate telepathically.

If any of the dragons that gifted you scales for this armor die, you lose the damage resistance associated with that dragon. If all five dragons that gifted scales for this armor die, you die and the armor is destroyed.

Curse. Once you don this armor, you can't doff it unless a creature uses a *wish* to free you.

The Dragon's Maw

Weapon (greataxe), legendary (requires attunement)

Mounted on an adamantine haft, the twin blades of this greataxe are edged with razor sharp teeth gifted from all five main types of ancient chromatic dragon (black, blue, green, red and white). At the DM's discretion, these teeth can be attached to a different adamantine weapon.

You gain a +3 bonus to attack and damage rolls made with this magic weapon, and your attacks with this weapon score a critical hit on a roll of 19 or 20. When you hit a creature with it, you choose acid, cold, fire, lightning, or poison. The creature takes an extra 2d12 damage of the chosen type. When you attack a creature with this weapon and roll a critical hit on the attack roll, the target must succeed on a DC 17 Strength saving throw or be knocked prone. You can move up to half your speed as a reaction when an enemy falls prone in this way. This movement doesn't provoke opportunity attacks.

If all the dragons that provided these teeth die, it becomes a magic weapon that only retains its +3 bonus.

Draconic Magic Items

Although not gifted by Dragons themselves, these magical items are no less potent. Mortal ingenuity and fascination with these powerful creatures have spurred a surge in items that reflect Draconic power. They are often crafted by dragonborn and half dragons, who guard the secrets of their creation ferociously. These items are sometimes gifted to kobolds and lizardfolk who have shown their value as allies.

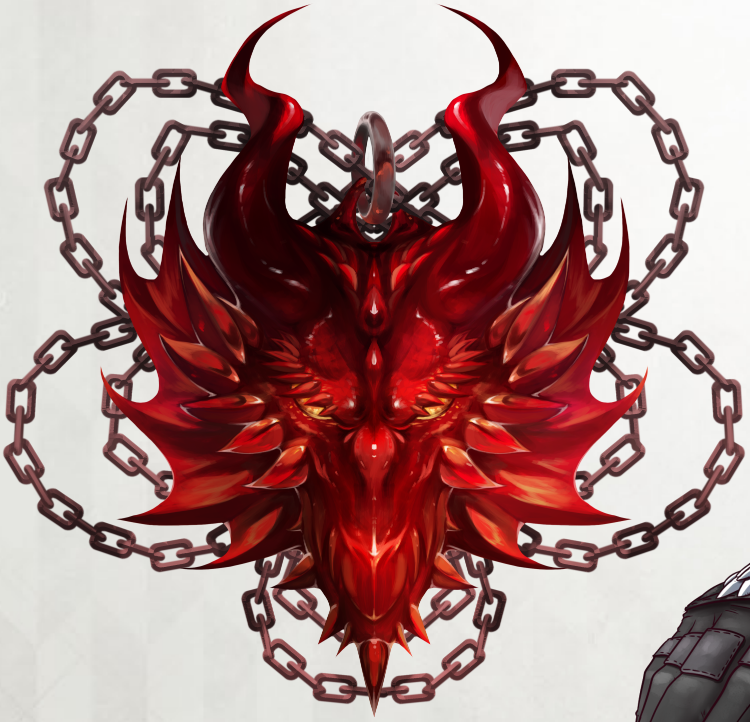
Amulet of the Red Dragon

Wondrous item, very rare (requires attunement)

This item is crafted by half red dragon tribes, and gifted to those who've accomplished a great feat for their people. The amulet makes its wearer favorable in the eyes of chromatic dragons, even if they are not evil themselves. It also shields its wearer against ailments and the effects of fatigue. This makes it an invaluable item for berserkers.

While being attuned to it and wearing it, you gain the following benefits:

- Evil aligned dragons recognize the symbol, and you have advantage on Charisma (Persuasion) checks made to interact with such creatures.
- You gain a + 1 bonus to attack and damage rolls with melee weapons.
- You can treat your exhaustion level as if it were one level lower. When you gain over six levels of exhaustion, you die. Whenever you finish a long rest, your exhaustion level, if any, is decreased by an additional level.
- You can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a short or long rest. If you start a short or long rest without having used this feature, your exhaustion level, if any, is decreased by 1 after you finish that rest.



Draconic Collar of Willful Penitence

Wondrous item, rare (requires attunement by a dragonborn)

This intricate metal collar imbues you with the blessing of Bahamut, the Platinum Dragon. This collar is worn by those dragonborn that wish to follow a path of redemption for a past sin they are unable to let go of. Once you have performed a sufficient number of good deeds, Bahamut will grant you the inner peace you sought, and the collar will come off.

Alternatively, you can even wear this collar for the sake of someone else, gaining enough favor with Bahamut to earn his help in saving them. This item can only be given by your DM through a storyline.

While being attuned to it and wearing it, you gain the following benefits:

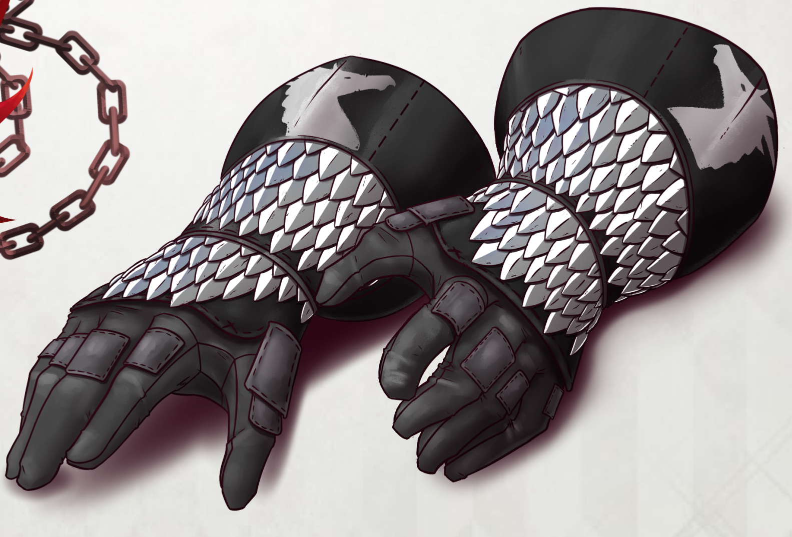
- You can use your Breath Weapon racial trait as a bonus action, and you can change its damage type to radiant damage.
- Good aligned dragons recognize the symbol, and you have advantage on Charisma (Persuasion) checks made to interact with such creatures. Dragonborn that don't follow any deity consider this collar distasteful, regardless of your intentions, and you have disadvantage on Charisma (Persuasion) checks made to interact with such creatures.
- If you have worn this collar for an extended period of time while performing good deeds, without willingly taking it off, then at the DM's discretion the collar can come off on its own and you lose your attunement to it. This signals that you have atoned for your sins (or those of others), and you now permanently benefit from the first feature of this item, while losing the second feature.

Gauntlets of Bahamut

Wondrous item, rare

These gauntlets were first crafted by clerics of Bahamut, to mimic the mercy and kindness of the Platinum Dragon. They are made out of gifted silver dragon scales instead of metal, and are popular among both cleric and druid healers.

While wearing these gauntlets, whenever you stabilize or restore hit points to another creature, that creature regains (additional) hit points equal to your proficiency bonus.



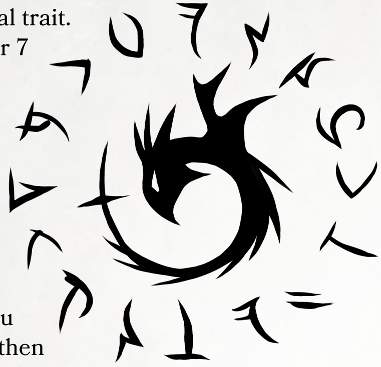
HELMET OF THE IRONSCALE LEGIONNAIRE

Wondrous item, rare or very rare (requires attunement by a dragonborn)

This helmet is granted to those dragonborn who have proven their worth within the ranks of an Ironscale Legion, or those who have done a great service for the Legion or dragonborn kind. It grants protection and a taste of the power ease with which true dragons use their birthright.

While being attuned to it and wearing it, you gain the following benefits:

- You gain a +1 bonus to your AC and saving throws.
- You add 1d6 to the damage dealt by your Breath Weapon racial trait.
- The helmet has 4 (rare) or 7 (very rare) charges, and regains 1d4 charges at dawn. You can expend a charge to activate your Breath Weapon racial trait without expending your normal uses.
- You have Darkvision out to a range of 60 feet. If you already have Darkvision, then donning this helmet increases its range by 60 feet.



RUNIC DRAGON TATTOO

Wondrous item (tattoo), rare

This tattoo consists of Draconic runes injected into the skin with a needle. While this tattoo is on you, you can use an action to cast the *haste* or *ianna's overcharge* (page 104) spell once on yourself, requiring no concentration. Once you use this feature, you can't use it again until the next dawn.

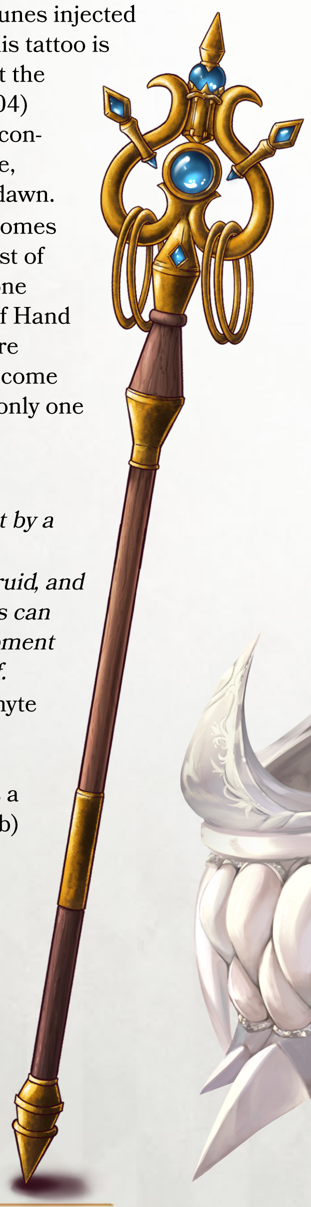
After the spell ends the tattoo becomes damaged. It can be repaired for a cost of 150 gp worth of materials by someone proficient in the Arcana or Sleight of Hand skills. You can attune to it as if it were a magic item; if you do, it will not become damaged when used. You can wear only one Runic Dragon Tattoo at a time.

STAFF OF THE APPRENTICE

Staff, common (requires attunement by a creature with shield proficiency)

At their DM's discretion, cleric, druid, and storm sorcerer (see page 57) players can exchange one of their starting equipment choices for this magical quarterstaff.

This quarterstaff is given to neophyte druids and clerics that seek to focus more on magic while fighting. Its appearance varies, but it always has a magical core (usually a crystal or orb) which enhances the magic of the wielder. This staff was first created by clerics of Tamara, the dragon goddess of light, life, and healing. It has since been used by clerics and druids who are willing to forgo their shield to enhance their healing. This staff can be used as a spellcasting focus.



When you are holding this staff without wielding a shield, and you roll damage for a cantrip or 1st-level spell, or you roll to restore hit points through any spell, and you roll a 1 or a 2, you can reroll the die. You must use the new roll.

You can add the magical core of your Staff of the Apprentice to any other staff, granting it all the above benefits and restrictions. Afterwards the Staff of the Apprentice becomes an ordinary quarterstaff. You can exchange this core between multiple staves, including magical staves, and an ordinary quarterstaff becomes a new Staff of the Apprentice.

VICIOUS JAWGUARD

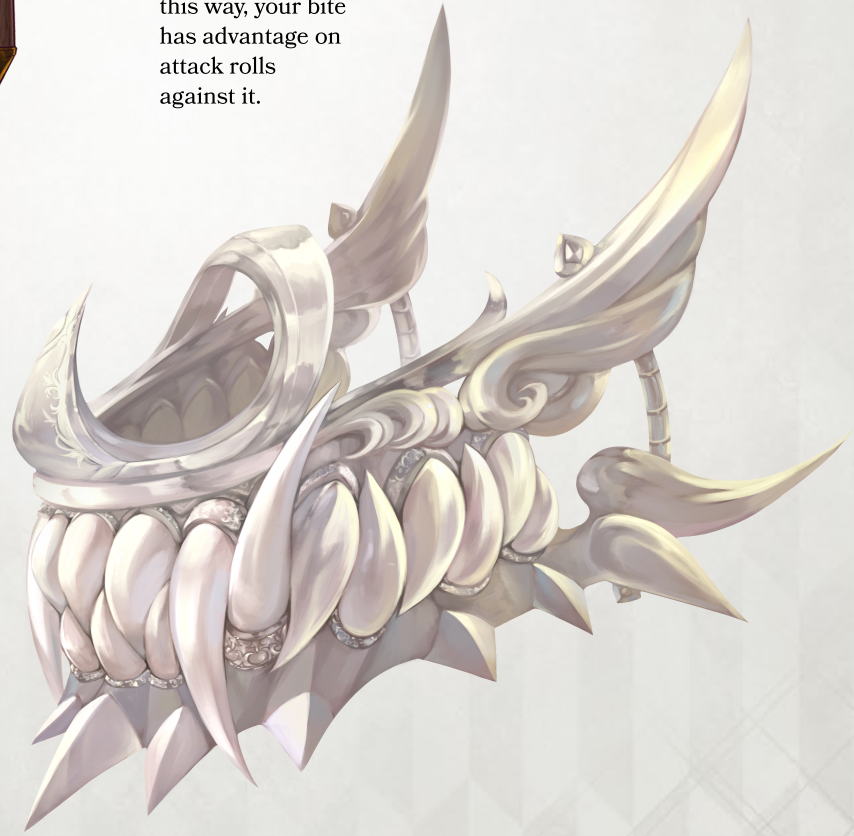
Wondrous item, uncommon

These magical metal fangs mould to your teeth, making your bite cut deeper. This item is popular among races with a bite attack, and among owners of predatory pets. This item magically adapts to the size of the creature's bite.

This item grants its wearer the following benefits:

- You gain a bite attack, if you do not already have one. Your fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.
- All your bite attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.
- If you already have a bite attack, then the damage dice of your bite attack increase by one step. For example, from 1d4 to 1d6, from 2d6 to 2d8 etc. (maximum of d12). This damage increase does not stack with class features that improve unarmed strikes and natural weapons, such as the monk's Martial Arts feature.

If you are a dragonborn, your bite deals an extra 1d4 damage of the type associated with your Draconic Ancestry. This extra damage increases to 1d6 at 6th level. If you are a lizardfolk, then when you successfully hit a target with your bite, you can use your bonus action to make a grapple check against that target. While grappling a target with your bite this way, your bite has advantage on attack rolls against it.



CELESTIAL DRAGON

Celestial dragons, also known as lung dragons or t'ien Lung dragons, are neither metallic nor chromatic dragons. Instead they are believed to be related to the astral dragons, as they are also able to take flight without having wings. They are smug and arrogant, yet also noble and honorable, even if they are often rigid and unmerciful. They are also known for their heavenly wrath breath weapons, which burn and blind foes with radiant fire, as well as their ability to control the weather.

Colorful Dragons. A t'ien lung's scales are dull gold at birth, but brighten to a brilliant yellow when it reaches the young adult age; but orange and light green varieties are also common, as well as radiant blue. Radiant and sometimes Multi-hued manes surround their necks, and whiskers often branch from their snouts and rise over the tops of their heads. Wispy golden beards dangle beneath their chins. From the age of young adult and up, their scales give off a sweet aroma resembling that of cherry blossoms.

Habitat/Society. T'ien lung live in resplendent castles in cloud banks and on high mountain peaks. Male t'ien lung never remain with their mates, and females banish their offspring as soon as they reach the age of young. Though wingless, these dragons can fly magically due to a magic blue pearl embedded in their brains. If removed from the dragon, this pearl loses its magic but is still worth 1,000 gp. It can cease or resume flight as a free action. Half celestial dragons do not inherit this pearl, but there are those who are blessed with wings, whose appearance varies.

Ecology. T'ien lung enjoy eating opals and pearls and look kindly on any mortal who gives them such delicacies. Farmers who rely on the good will of t'ien lung for good weather often make sizeable offerings of these precious gems. T'ien lung are thought to be among the most favored officials of the Celestial Bureaucracy; true or not, t'ien lung do little to discourage their reputation.

Reserved yet deadly. Whenever possible, t'ien lung attempt to warn away potential opponents with a fiery blast from their breath weapon. If their warnings go unheeded, they fight ferociously. T'ien lung prefer to fight from the air, circling their opponents and attacking with their magic and breath weapons, then swooping in for melee attacks when given an opening. T'ien lung can perform tail slaps and can kick opponents behind them sending enemies reeling.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- The dragon glimpses the future, so it has advantage on attack rolls, ability checks, and saving throws until initiative count 20 on the next round.
- One creature the dragon can see within 120 feet of it must succeed on a DC 15 Charisma saving throw or be banished to a dream plane, a different plane of existence the dragon has imagined into being. To escape, the creature must use its action to make a Charisma check contested by the dragon's. If the creature wins, it escapes the dream plane. Otherwise, the effect ends on initiative count 20 on the next round. When the effect ends, the creature reappears in the space it left or in the nearest unoccupied space if that one is occupied.

REGIONAL EFFECTS

The region surrounding a legendary celestial dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- The weather is calm and pleasant within 10 miles of the dragon's lair. So calm in fact that the dragon can hear the chants of any potential nearby monasteries, whom the dragon loves to listen to.
- Whenever a creature that can understand a language sleeps or enters a state of trance or reverie within 6 miles of the dragon's lair, the dragon can establish telepathic contact with that creature and converse with it in its dreams. The creature remembers its conversation with the dragon upon waking.
- Gems and pearls within 1 mile of the dragon's lair sparkle and gleam, shedding dim light in a 5-foot radius.

CELESTIAL DRAGON WYRMLING

Medium dragon, lawful neutral

Armor Class 17 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+3)	15 (+2)	14 (+2)	11 (+0)	16 (+3)

Saving Throws Dex +4, Con +4, Wis +2, Cha +5
Skills Insight +2, Perception +4, Persuasion +5, Stealth +4
Damage Resistance fire
Damage Immunities radiant
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 3 (700 XP) **Proficiency Bonus** +2

Amphibious. The dragon can breathe air and water.
Flyby. The dragon doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, Reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Heavenly Wrath Breath (Recharge 5–6). The dragon exhales heavenly fire in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw. On a failed save, the creature takes 17 (5d6) radiant damage and is blinded until the end of its next turn. On a successful save, the creature takes half as much damage and isn't blinded.

Young Celestial Dragon

Large dragon, lawful neutral

Armor Class 18 (natural armor)
Hit Points 161 (17d10 + 67)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	19 (+4)	16 (+3)	13 (+1)	20 (+5)

Saving Throws Dex +6, Con +8, Wis +5, Cha +9
Skills Insight +5, Perception +9, Persuasion +9, Stealth +6
Damage Resistance fire
Damage Immunities radiant
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19
Languages Common, Draconic
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Amphibious. The dragon can breathe air and water.
Flyby. The dragon doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, Reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, Reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Heavenly Wrath Breath (Recharge 5–6). The dragon exhales heavenly fire in a 30-foot cone. Each creature in that area must make a DC 16 Constitution saving throw. On a failed save, the creature takes 42 (12d6) radiant damage and is blinded until the end of its next turn. On a successful save, the creature takes half as much damage and isn't blinded.

Adult Celestial Dragon

Huge dragon, lawful neutral

Armor Class 19 (natural armor)
Hit Points 237 (19d12 + 114)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	25 (+7)	16 (+3)	15 (+2)	24 (+7)

Saving Throws Dex +8, Con +13, Wis +8, Cha +13
Skills Insight +8, Perception +14, Persuasion +13, Stealth +8
Damage Resistance fire
Damage Immunities radiant
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24
Languages Common, Draconic
Challenge 17 (18,000 XP) **Proficiency Bonus** +6

Amphibious. The dragon can breathe air and water.
Flyby. The dragon doesn't provoke opportunity attacks when it flies out of an enemy's reach.
Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 21). It can innately cast the following spells, requiring no material components:
At will: *detect thoughts, divination, invisibility*
3/day each: *control weather, pyrotechnics, suggestion*
Legendary Resistance (2/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, Reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Heavenly Wrath Breath (Recharge 5–6). The dragon exhales heavenly fire in a 60-foot cone. Each creature in that area must make a DC 20 Constitution saving throw. On a failed save, the creature takes 45 (13d6) radiant damage and is blinded until the end of its next turn. On a successful save, the creature takes half as much damage and isn't blinded.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice). In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check

Tail Attack. The dragon makes a tail attack.

Dive (Costs 2 Actions). The dragon immediately flies to a creature (and then flies away from it), using its Multiattack on that creature at its lowest point of the dive.

ANCIENT CELESTIAL DRAGON

Gargantuan dragon, lawful neutral

Armor Class 22 (natural armor)
Hit Points 518 (28d20 + 224)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	27 (+8)	18 (+4)	17 (+3)	28 (+9)

Saving Throws Dex +9, Con +15, Wis +10, Cha +16
Skills Insight +10, Perception +17, Persuasion +16, Stealth +19
Damage Resistance fire
Damage Immunities radiant
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27
Languages Common, Draconic
Challenge 24 (62,000 XP) **Proficiency Bonus** +7

Amphibious. The dragon can breathe air and water.

Flyby. The dragon doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 21). It can innately cast the following spells, requiring no material components:
At will: *detect thoughts, divination, invisibility*
3/day each: *control weather, pyrotechnics, suggestion*
1/day each: *firestorm, meteor swarm, sunburst*

Legendary Resistance (2/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +16 to hit, Reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +16 to hit, Reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, Reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 24 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Heavenly Wrath Breath (Recharge 5–6). The dragon exhales heavenly fire in a 90-foot cone. Each creature in that area must make a DC 23 Constitution saving throw. On a failed save, the creature takes 56 (16d6) radiant damage and is blinded until the end of its next turn. On a successful save, the creature takes half as much damage and isn't blinded.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice). In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

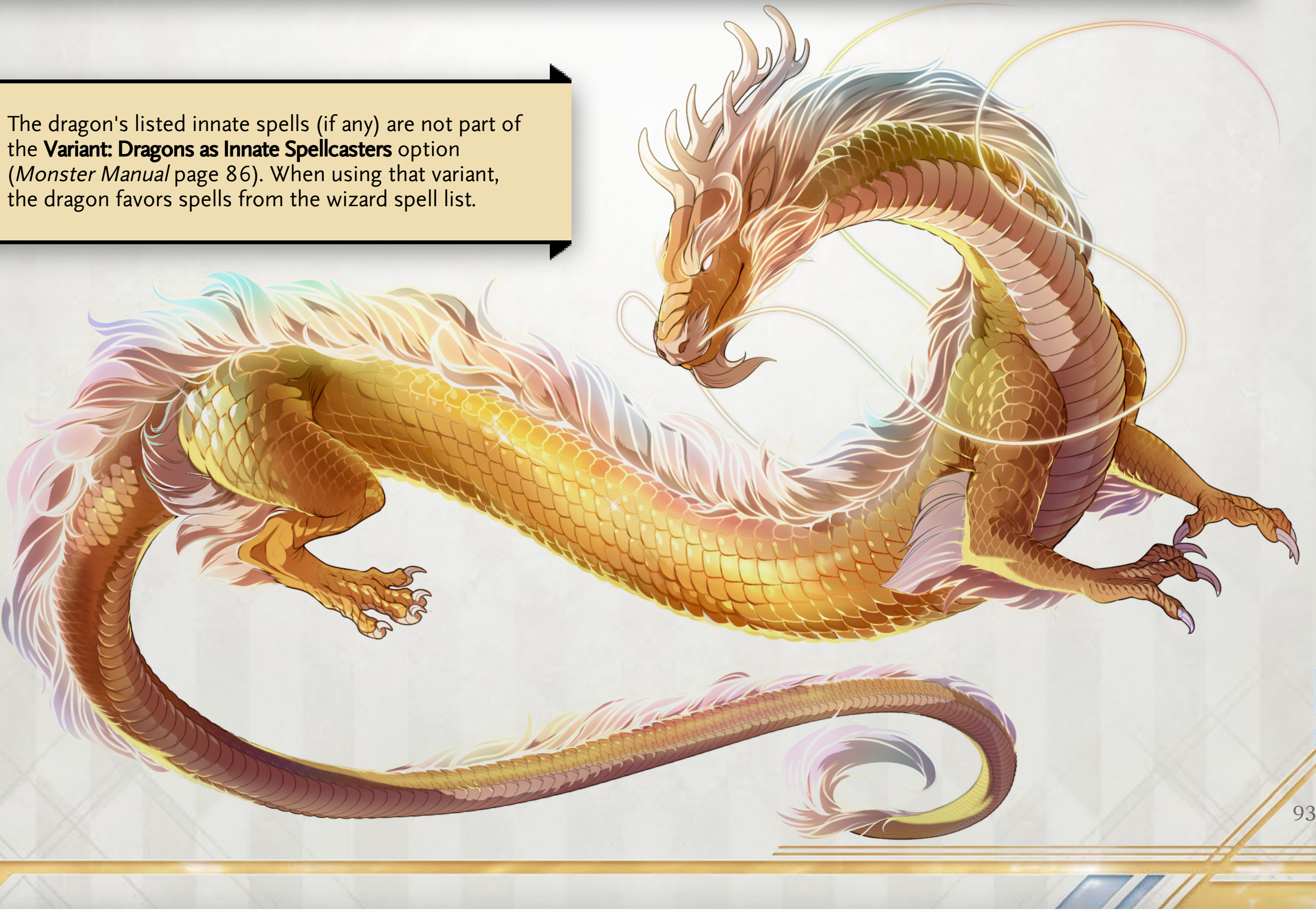
The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. It regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check

Tail Attack. The dragon makes a tail attack.

Dive (Costs 2 Actions). The dragon immediately flies to a creature (and then flies away from it), using its Multiattack on that creature at its lowest point of the dive.

The dragon's listed innate spells (if any) are not part of the **Variant: Dragons as Innate Spellcasters** option (*Monster Manual* page 86). When using that variant, the dragon favors spells from the wizard spell list.



SAPPHIRE DRAGON

Sapphire dragons are the most territorial and antisocial of gem dragons. Militaristic and warlike, they love to discuss military matters and strategy. They prefer to lair in deep, rocky caves and often kept large spiders in their home as a food source. Sapphire dragons are covered in scales of various shades of blue, which sparkle with starburst patterns under sunlight, and also become smoother as they grow older. They are sometimes mistaken for blue dragons. Some of their extremities, such as their tail barbs and the tips of their horns are physically disconnected from their bodies, held aloft by the dragon's psionic force. These appendages move or shift in response to the dragon's mood. An amused sapphire dragon might have its horns oscillate up and down, while an angry dragon would have its appendages flare and widen threateningly.

Closed Lairs. With their ability to shape stone and teleport throughout their lair, they make certain that most of their home is inaccessible to other creatures. They carefully spread their treasure out across several chambers. The treasure is carefully arranged in a decorative manner designed to highlight the dragon's most important pieces. These pieces are usually trophies take from conquests over drow, duegar, illithids, and aboleths, or the more powerful subterranean non-sentient monsters. The only creatures the dragon typically allows in its innermost chambers are giant spiders—and only because sapphires view such creatures as a delicious snack.

Anti-Social. Although not necessarily hostile, sapphire dragons view all other creatures as potential enemies—after all, they are surrounded by typically violent drow, duegar, mindflayers, and other such creatures. If they are convinced that a traveler means them or their hoard no harm, then they will gruffly let the individual go.

Specialized Interests. Sapphire dragons have little interest in talking to others, except about military history and tactics and games of strategy, for which most sapphire dragons have a strange passion. They have absolutely no use for ideas such as luck and care nothing for randomness, but adore playing games such as chess and will gladly play against an interested traveler. They are not, however, graceful losers.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- The dragon targets a creature within 120 feet of it that can hear and understand it. The creature must succeed on a DC 15 Wisdom saving throw or be charmed by the dragon until initiative count 20 on the following round. A creature charmed in this way obeys to the best of its ability any command the dragon issues that isn't directly harmful to itself.
- The dragon touches a section of stone up to 10 feet in any dimension. The dragon can form the stone into any shape that suits its purpose.
- A wall of stone springs into existence on a solid surface within 120 feet of the dragon. The wall is up to 60 feet long, 10 feet high, and 1 foot thick. When the wall appears, each creature in its space is pushed to either side of the wall the creature wants. Each 5-foot section of wall has AC 17, 20 hit points, vulnerability to thunder damage, and immunity to poison and psychic damage. The wall vanishes when the dragon uses this lair action again or when the dragon dies.

REGIONAL EFFECTS

The region surrounding a legendary sapphire dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Giant spiders are attracted to the area within 6 miles of the lair and settle there in large numbers.
- Natural stone within 6 miles of the lair grows plentiful crystal formations and sapphire gemstone veins, particularly underground.
- Natural stone within 6 miles of the lair becomes a conduit for the dragon's psionic presence. As an action, the dragon can cast the *clairvoyance* spell without expending a spell slot, requiring no components, and targeting any natural stone formation in that region.

SAPPHIRE DRAGON WYRMLING

Medium dragon, lawful neutral

Armor Class 17 (natural armor)
Hit Points 52 (8d8+16)
Speed 30 ft., burrow 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	15 (+2)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +5, Con +4, Wis +2, Cha +4
Skills History +3, Perception +4, Persuasion +4, Stealth +5
Damage Immunities thunder
Condition Immunities frightened
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 3 (700 XP) **Proficiency Bonus** +2

Actions

Bite. *Melee Weapon Attack:* +5 to hit, Reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 2 (1d4) thunder damage.

Debilitating Breath (Recharge 5–6). The dragon exhales a pulse of high-pitched, nearly inaudible sound in a 15-foot-cone. Each creature in that area must make a DC 12 Constitution saving throw. On a failed save, the creature takes 17 (5d6) thunder damage and is incapacitated until the end of its next turn. On a successful save, the creature takes half as much damage and isn't incapacitated.

Young Sapphire Dragon

Large dragon, lawful neutral

Armor Class 18 (natural armor)
Hit Points 152 (16d10+64)
Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	19 (+4)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +7, Con +8, Wis +5, Cha +7
Skills History +6, Perception +9, Persuasion +7, Stealth +7
Damage Immunities thunder
Condition Immunities frightened
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19
Languages Common, Draconic
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Actions

Multiattack. The dragon makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, Reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 3 (1d6) thunder damage.

Claws. *Melee Weapon Attack:* +9 to hit, Reach 5 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage.

Debilitating Breath (Recharge 5–6). The dragon exhales a pulse of high-pitched, nearly inaudible sound in a 30-foot-cone. Each creature in that area must make a DC 16 Constitution saving throw. On a failed save, the creature takes 42 (12d6) thunder damage and is incapacitated until the end of its next turn. On a successful save, the creature takes half as much damage and isn't incapacitated.

Adult Sapphire Dragon

Huge dragon, lawful neutral

Armor Class 19 (natural armor)
Hit Points 207 (18d12 + 60)
Speed 40 ft., burrow 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	21 (+5)	18 (+4)	17 (+3)	18 (+4)

Saving Throws Dex +8, Con +10, Wis +8, Cha +9
Skills History +9, Perception +13, Persuasion +14, Stealth +8
Damage Immunities thunder
Condition Immunities frightened
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23
Languages Common, Draconic
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Intelligence (spell save DC 17). It can innately cast the following spells, requiring no components:
1/day each: *scrying, telekinesis, teleportation circle*
Legendary Resistance (2/Day). If the dragon fails a saving throw, it can choose to succeed instead.
Spider Climb. The dragon can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
Tunneler. The dragon can burrow through solid rock at half its burrow speed and can choose to leave a 10-foot-diameter tunnel in its wake.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, Reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 3 (1d6) thunder damage.

Claws. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Debilitating Breath (Recharge 5–6). The dragon exhales a pulse of high-pitched, nearly inaudible sound in a 60-foot-cone. Each creature in that cone must make a DC 18 Constitution saving throw. On a failed save, the creature takes 45 (13d6) thunder damage and is incapacitated until the end of its next turn. On a successful save, the creature takes half as much damage and isn't incapacitated.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Tail Attack. The dragon makes a tail attack.

Telekinetic Fling. The dragon chooses a Small or smaller object that isn't being worn or carried that it can see within 60 feet of it, and magically hurls the object at a creature it can see within 60 feet of the object. The target must succeed on a DC 17 Dexterity saving throw or take 14 (4d6) bludgeoning damage.

Teleport (Costs 2 Actions). The dragon magically teleports to an unoccupied space it can see within 30 feet of it.

ANCIENT SAPPHIRE DRAGON

Gargantuan dragon, lawful neutral

Armor Class 22 (natural armor)
Hit Points 455 (26d20+182)
Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	16 (+3)	25 (+7)	20 (+5)	17 (+3)	21 (+5)

Saving Throws Dex +10, Con +14, Wis +10, Cha +12
Skills History +12, Perception +17, Persuasion +12, Stealth +10
Damage Immunities thunder
Condition Immunities frightened
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27
Languages Common, Draconic
Challenge 23 (50,000 XP) **Proficiency Bonus** +7

Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Intelligence (spell save DC 20). It can innately cast the following spells, requiring no components:
2/day each: *scrying, telekinesis, teleportation circle*

Legendary Resistance (2/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Spider Climb. The dragon can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Tunneler. The dragon can burrow through solid rock at half its burrow speed and can choose to leave a 20-foot-diameter tunnel in its wake.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +16 to hit, Reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 7 (2d6) thunder damage.

Claws. *Melee Weapon Attack:* +16 to hit, Reach 10 ft., one target. *Hit:* 22 (3d8 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, Reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Debilitating Breath (Recharge 5–6). The dragon exhales a pulse of high-pitched, nearly inaudible sound in a 90-foot-cone. Each creature in that cone must make a DC 22 Constitution saving throw. On a failed save, the creature takes 56 (16d6) thunder damage and is incapacitated until the end of its next turn. On a successful save, the creature takes half as much damage and isn't incapacitated.

Legendary Actions

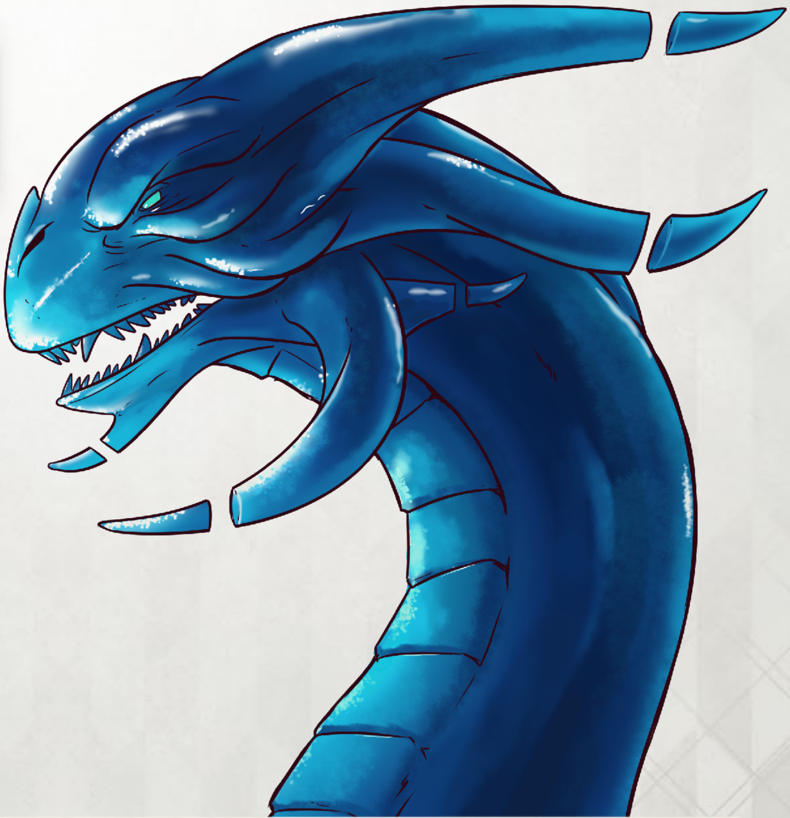
The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Tail Attack. The dragon makes a tail attack.

Telekinetic Fling. The dragon chooses a Medium or smaller object that isn't being worn or carried that it can see within 90 feet of it, and magically hurls the object at a creature it can see within 90 feet of the object. The target must succeed on a DC 20 Dexterity saving throw or take 21 (6d6) bludgeoning damage.

Teleport (Costs 2 Actions). The dragon magically teleports to an unoccupied space it can see within 30 feet of it.

The dragon's listed innate spells (if any) are not part of the **Variant: Dragons as Innate Spellcasters** option (*Monster Manual* page 86). When using that variant, the dragon favors spells from the wizard spell list.



Steel Dragon

Steel dragons, or Greyhawk dragons, are a variety of dragon that prefer humanoid form to their own, using their shapeshifting ability to infiltrate the cities of civilised races and live a second life among them. A steel dragon wyrmling's scales are blue-grey, highlighted with steel. As the dragon ages its coloring lightens, eventually gaining the luster of burnished steel by adulthood. For some reason, possibly a form of vanity, or maybe just a law of their magical transformation by which they must abide, the steel dragon's humanoid form always has one feature that is steel-grey. This feature might be their hair, eyes, or nails, for instance. It need not be an organic part of their body and might just as easily be ornamentation such as a ring or tattoo. Whatever the reason, it is by this sign that two steel dragons recognize each other.

Urban Dwellers. Steel dragons prefer to live among humanoids, choosing for their homes large dwellings such as mansions, towers or castles. Steel dragons prefer to have a life of significance worthy of their sense of personal status, and as such stand apart even while they blend in.

Second Life. Steel dragons rather live a second life among human cultures than in their own true forms. They prefer to invest in property and business instead of hoarding monetary treasures. When they do hoard, they prefer to hoard works of art, antiquities, books, finery, magic items or servants. They respect laws as a means to gain wealth, but despise absolute authority, even if meant for good. As such they often promote freedom and undermine authoritarian forces in their many lives. They are skillful shapeschangers who fully immerse themselves into their many human lives, which they call the chain of lives.

Peaceful Predators. Despite their power, steel dragons would rather talk their way out of a conflict than engage in needless fighting. If a fight is unavoidable, the steel dragon opens up with spells or ranged attacks in preference to melee, only transforming back into a dragon if the need is dire, using its spells to incapacitate an enemy if possible.

Lair Actions

The steel dragon can use its lair actions in both dragon and human form. On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- Part of the ceiling collapses above one creature that the dragon can see within 120 feet of it. It must make a DC 15 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be knocked prone and buried. The target is restrained and unable to breathe or stand up. The target or a creature next to it can use its action to make a DC 10 Strength check, ending the buried state on a success.
- The dragon chooses a point on the ground within 120 feet of it, and stone spikes sprout out from it. The effect is identical to the *spike growth* spell and lasts until the dragon uses this lair action again or until it dies.
- The dragon targets a creature within 120 feet of it that can hear and understand it. The creature must succeed on a DC 15 Wisdom saving throw or be charmed by the dragon until initiative count 20 on the following round. A creature charmed in this way obeys to the best of its ability any command the dragon issues that isn't directly harmful to itself.

Regional Effects

The region containing a legendary steel dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Intelligent creatures near where the dragon lives become more intellectually stimulated, and frequently pick up unusual interests which become a passion.
- Within its lair, the dragon can set illusory sounds so that they can be heard in various parts of the lair. It often uses this ability to listen to great classical works.
- Within the limits of its home town, the dragon leaves no physical evidence of its passage unless it wishes to. Tracking it is impossible except by magical means.

Steel Dragon Wyrmling

Medium dragon, lawful neutral or lawful good

Armor Class 17 (natural armor)
Hit Points 22 (4d8+4)
Speed 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	13 (+1)	11 (+0)	13 (+1)

Saving Throws Dex +4, Con +3, Wis +2, Cha +3
Skills History +3, Perception +4, Persuasion +3, Stealth +4
Damage Resistance poison
Damage Immunities acid
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages Common, Draconic
Challenge 1 (200 XP) **Proficiency Bonus** +2

Magic Resistance. The dragon has advantage on saving throws against spells and other magical effects.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, Reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Breath Weapons (Recharge 5–6). The Dragon uses one of the following Breath Weapons.
Acid Breath. The dragon exhales acid in an 20-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 14 (4d6) acid damage on a failed save, or half as much damage on a successful one.
Poison Breath. The dragon exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 11 Constitution saving throw, or be poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. Any equipment it is wearing or carrying is absorbed or borne by the new form. It retains all its statistics except for its speed and (Legendary) Actions aside from this one.

Young Steel Dragon

Large dragon, lawful neutral or lawful good

Armor Class 18 (natural armor)
Hit Points 119 (14d10 + 42)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	15 (+2)	12 (+1)	15 (+2)

Saving Throws Dex +5, Con +6, Wis +4, Cha +5
Skills History +5, Perception +7, Persuasion +5, Stealth +5
Damage Resistance poison
Damage Immunities acid
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17
Languages Common, Draconic
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Magic Resistance. The dragon has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, Reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, Reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Breath Weapons (Recharge 5–6). The Dragon uses one of the following Breath Weapons.
Acid Breath. The dragon exhales acid in an 40-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 42 (12d6) acid damage on a failed save, or half as much damage on a successful one.
Poison Breath. The dragon exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, or be poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. Any equipment it is wearing or carrying is absorbed or borne by the new form. It retains all its statistics except for its speed and (Legendary) Actions aside from this one.

Adult Steel Dragon

Huge dragon, lawful neutral or lawful good

Armor Class 19 (natural armor)
Hit Points 172 (15d12 +75)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	18 (+4)	14 (+2)	18 (+4)

Saving Throws Dex +7, Con +10, Wis +7, Cha +9
Skills History +9, Perception +12, Persuasion +14, Stealth +7
Damage Resistance poison
Damage Immunities acid
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22
Languages Common, Draconic
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Innate Spellcasting. The dragon's innate spellcasting ability is Intelligence (spell save DC 17). It can innately cast the following spells, requiring no material components:
1/day each: *hold monster, legend lore, teleportation circle*
Legendary Resistance (2/Day). If the dragon fails a saving throw, it can choose to succeed instead.
Magic Resistance. The dragon has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.
Bite. *Melee Weapon Attack:* +11 to hit, Reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.
Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.
Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.
Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.
Breath Weapons (Recharge 5–6). The Dragon uses one of the following Breath Weapons.
Acid Breath. The dragon exhales acid in an 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 49 (13d6) acid damage on a failed save, or half as much damage on a successful one.
Poison Breath. The dragon exhales poisonous gas in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, or be poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.
Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. Any equipment it is wearing or carrying is absorbed or borne by the new form. It retains all its statistics except for its speed and (Legendary) Actions aside from this one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6+6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Ancient Steel Dragon

Gargantuan dragon, lawful neutral or lawful good

Armor Class 21 (natural armor)
Hit Points 297 (17d20 +119)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	25 (+7)	20 (+5)	15 (+2)	20 (+5)

Saving Throws Dex +8, Con +13, Wis +8, Cha +11
Skills History +11, Perception +14, Persuasion +11, Stealth +8
Damage Resistance poison
Damage Immunities acid
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24
Languages Common, Draconic
Challenge 20 (25,000 XP) **Proficiency Bonus** +6

Innate Spellcasting. The dragon's innate spellcasting ability is Intelligence (spell save DC 19). It can innately cast the following spells, requiring no material components:
2/day each: *hold monster, legend lore, teleportation circle*
Legendary Resistance (2/Day). If the dragon fails a saving throw, it can choose to succeed instead.
Magic Resistance. The dragon has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.
Bite. *Melee Weapon Attack:* +15 to hit, Reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.
Claw. *Melee Weapon Attack:* +15 to hit, Reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.
Tail. *Melee Weapon Attack:* +15 to hit, Reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The Dragon uses one of the following Breath Weapons.

Acid Breath. The dragon exhales acid in an 90-foot line that is 10 feet wide. Each creature in that line must make a DC 21 Dexterity saving throw, taking 56 (16d6) acid damage on a failed save, or half as much damage on a successful one.

Poison Breath. The dragon exhales poisonous gas in a 90-foot cone. Each creature in that area must make a DC 21 Constitution saving throw, or be poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

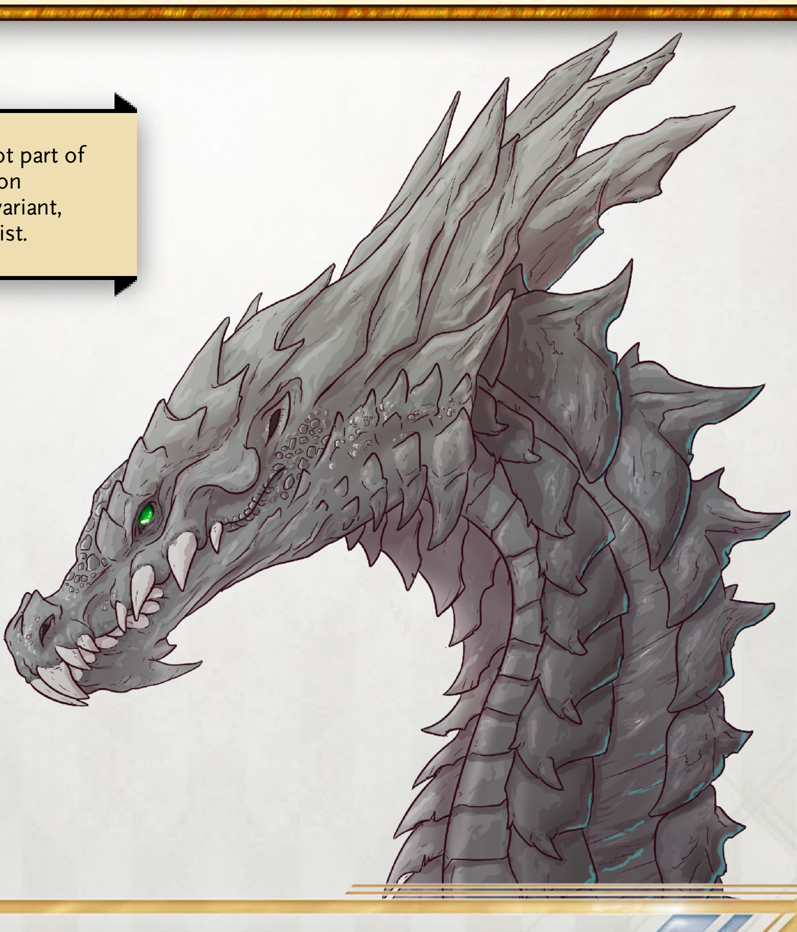
Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. Any equipment it is wearing or carrying is absorbed or borne by the new form. It retains all its statistics except for its speed and (Legendary) Actions aside from this one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6+8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

The dragon's listed innate spells (if any) are not part of the **Variant: Dragons as Innate Spellcasters** option (*Monster Manual* page 86). When using that variant, the dragon favors spells from the cleric spell list.



REVISED AND ADDITIONAL FEATS

At your DM's discretion, you can use the following revised and additional feat options to complement your character. The revisions listed here are meant to make these feats more viable when compared to other feat options.

ACTOR (REVISED)

Skilled at mimicry and dramatics, you gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency with the disguise kit. If you have proficiency with this tool from another source, then your proficiency bonus is doubled for any ability check you make that uses the disguise kit.
- You have advantage on Charisma (Deception) and Charisma (Performance) checks when trying to pass yourself off as a different person.
- You can mimic the speech of another person or the sounds made by other creatures. You must have heard the person speaking, or heard the creature make the sound, for at least 1 minute. A successful Wisdom (Insight) check contested by your Charisma (Deception) check allows a listener to determine that the effect is faked.

BRAWLER

This feat replaces both the Grappler and Tavern Brawler feats by combining their respective effects into one feat.

Prerequisite: Strength 13 or higher

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- You are proficient with improvised weapons.
- Your unarmed strike uses a d4 for damage.
- When you hit a creature with an unarmed strike or an improvised weapon on your turn, you can use your bonus action to make a grapple check against the target.
- You can use your bonus action to try to pin a creature grappled by you. To do so, make a grapple check. If you succeed, the target is restrained until the grapple ends.

CHARGER (REVISED)

When you use your action to Dash, you can use your bonus action to make one melee weapon attack or to shove a creature. If you move at least 10 feet in a straight line immediately before taking this bonus action, you either gain a bonus to the attack's damage roll equal to 5 + half your character level, rounded down (if you chose to make a melee attack and hit); or the creature has disadvantage on its ability check against your shove (if you chose to shove) and you push the target up to 10 feet way from you if you succeed and choose to push the target.

DEFENSIVE DUELIST (REVISED)

Prerequisite: Dexterity 13 or higher

When you are wielding a finesse weapon with which you are proficient and another creature hits you with a melee attack on their turn, you can use your reaction to add your proficiency bonus to your AC until the end of that creature's turn, potentially causing their melee attacks to miss you. You cannot use this feature if you are wearing heavy armor.

DUAL WIELDER (REVISED)

You master fighting with two weapons, gaining the following benefits:

- You gain a +1 bonus to AC while you are wielding a separate melee weapon in each hand.
- You can use two-weapon fighting even when the one handed melee weapons you are wielding aren't light.
- When you engage in two-weapon fighting, you can make the off-hand attack as part of the Attack action, instead of as a bonus action. You can only make one off-hand attack for each time you take the Attack action.
- You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one. As part of the same object interaction you use to draw your weapon(s), you can stow and doff any weapons and shields you are wielding.

DUNGEON DELVER (REVISED)

Alert to the hidden traps and secret doors found in many dungeons, you gain the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks made to detect the presence of secret doors.
- You have advantage on saving throws made to avoid or resist traps, and resistance to the damage dealt by traps. Additionally, you can search for traps while traveling at a normal pace, instead of only at a slow pace.
- You can drink a potion as a bonus action instead of an action.
- You gain Darkvision out to a range of 30 feet. If you already have Darkvision, then its range is increased by 30 feet instead.

FIGHTING INITIATE (REVISED)

Prerequisite: Proficiency with a martial weapon

- Increase your Strength, Dexterity, or Constitution score by 1, to a maximum of 20.
- Your martial training has helped you develop a particular style of fighting. You learn one Fighting Style option of your choice from the fighter class. If you already have a style, the one you choose must be different. Whenever you reach a level that grants the Ability Score Improvement feature, you can replace this feat's fighting style with another one from the fighter class that you don't have.

HEAVY ARMOR MASTER (REVISED)

Prerequisite: Proficiency with heavy armor

You can use your armor to deflect strikes that would kill others. You gain the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- While you are wearing heavy armor, bludgeoning, piercing, and slashing damage that you take from non-magical weapons is reduced by 2 + half your proficiency bonus (rounded down). If your armor is magical, you also reduce bludgeoning, piercing, and slashing damage that you take from magical weapons this way.

Keen Mind (revised)

You have a mind that can track time, direction, and detail with uncanny precision. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You always know which way is north, and you always know the number of hours left before the next sunrise or sunset.
- You can accurately recall anything you have seen or heard within the past three months.
- You gain proficiency with the navigator's tools. If you have proficiency with this tool from another source, then your proficiency bonus is doubled for any ability check you make that uses the navigator's tools.

Linguist (revised)

Prerequisite: Intelligence 13 or higher

You have studied languages and codes, gaining the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You learn two languages of your choice plus a number of additional languages equal to your intelligence modifier.
- Whenever your intelligence modifier increases, you can choose to learn another language.
- You can ably create written ciphers. Others can't decipher a code you create unless you teach them, they succeed on an Intelligence check (DC equal to your Intelligence score + your proficiency bonus), or they use magic to decipher it.
- You can add your Intelligence modifier to your Charisma skill checks while verbally conversing with a creature.

Martial Adept (revised)

You have martial training that allows you to perform special combat maneuvers. You gain the following benefits:

- You learn two maneuvers of your choice from among those available to the Battle Master archetype in the fighter class. If a maneuver you use requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).
- You gain two superiority dice, which are d6s (these dice are added to any superiority dice you have from another source). These dice are used to fuel your maneuvers. A superiority die is expended when you use it. You regain all expended superiority dice when you finish a short or long rest. If you have any superiority dice from another source, you can change the superiority dice granted by this feat to be equal to those superiority dice granted by the other source if they are higher.
- You gain proficiency with two weapons of your choice. Each one must be a simple or a martial weapon. If you are already proficient with all simple and martial weapons, you become proficient with all improvised weapons.

Whenever you reach a level that grants the Ability Score Improvement feature, you can replace one of this feat's maneuvers with another one available to the Battle Master archetype in the fighter class that you don't have.

Medium Armor Master (revised)

Prerequisite: Proficiency with medium armor

You have practiced moving in medium armor to gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- Wearing medium armor doesn't impose disadvantage on your Dexterity (Stealth) checks.
- When you wear medium armor, you can add 3, rather than 2, to your AC if you have a Dexterity of 16 or higher.

Savage Attacker (revised)

You strike at your foes with great savagery. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- Once per turn, when you roll damage for a melee weapon attack, you can reroll the weapon's damage dice and use either total.
- When you score a critical hit with a melee weapon attack, you can treat one damage die as having rolled its maximum value.

Skulker (revised)

Prerequisite: Dexterity 13 or higher

You are an expert at slinking through shadows. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You can attempt to hide even when you are only lightly obscured, and you have advantage on any checks made to hide when you are at least heavily obscured.
- When you are hidden from a creature and miss it with a ranged weapon attack, making the attack doesn't reveal your position.
- Dim light doesn't impose disadvantage on your Wisdom (Perception) checks relying on sight. You gain Darkvision out to a range of 30 feet. If you already have Darkvision, then its range is increased by 30 feet instead.

Toughness

This feat replaces both the Tough and Durable feats.

Hardy and resilient, you gain the following benefits:

- Your hit point maximum increases by an amount equal to twice your level when you gain this feat. Whenever you gain a level thereafter, your hit point maximum increases by an additional 2 hit points.
- When you roll a Hit Die to regain hit points, the number of hit points you regain from the roll is increased by 2.

Weapon Master (revised)

You have practiced extensively with a variety of weapons, gaining the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You gain proficiency with four simple or martial weapons of your choice. If you are already proficient with these weapons from another source, then you gain a +1 bonus to attack rolls you make with these weapons.

APPENDIX

Spells

DRACONIC SPELLS

Dragons are inherently magical beings, and draconic is often used in the study of magic. As such it comes as no surprise that they and their mortal descendants have created a multitude of powerful spells throughout the ages. The most notable of these are silver dragons and half silver dragons. While silver dragons have a reputation for being sociable with humans and elves, they are also known for their arcane knowledge and love for humanity's drive. Silver dragons actively seek out humans, and mingle among them with their shape-shifting abilities, as they truly love how humanity forces them into action with their short yet active lives. Half silver dragons share humanity's drive, which is why many have created powerful spells of their own, and have even created their own arcane tradition; the Dragonsinger. Half gold dragons have also created many arcane and divine spells, and half dragons overall have a reputation for being gifted sorcerers, tapping into the magic of their draconic ancestry.

BLUE DRAGON'S FURY

Evocation Cantrip

Classes: Sorcerer, Wizard
Casting Time: 1 action
Range: Self (10-foot line)
Components: V, S
Duration: Instantaneous

A stroke of lightning forming a line 10 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw or take 1d6 lightning damage. Those affected have disadvantage on this saving throw if they are wearing armor made of metal.

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

BRONZE DRAGON'S WRATH

2nd-level Conjuration

Classes: Artificer, Paladin, Ranger
Casting Time: 1 bonus action
Range: Self
Components: V, S, M (A javelin)
Duration: Concentration, up to 1 minute

A javelin made of lightning appears in your hand. It has all the properties of a normal javelin, but instead deals 2d8 lightning damage on a hit, and comes back to your hand after every throw. If you hit a target twice with this javelin on your turn, the next two attack rolls made against that target have advantage thanks to the attraction of the electricity. These attack rolls must be done within a minute after your turn, and they must be done with metallic weapons or they must deal lightning damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, the damage increases to 3d8. When you cast it using a spell slot of 5th or 6th level, the damage increases to 4d8. When you cast this spell using a spell slot of 7th level or higher, the damage increases to 5d8.

COPPER DRAGON'S TRICKERY

Enchantment Cantrip

Classes: Bard, Cleric, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Concentration, up to 1 minute

You curse a foe with mishap, which strikes whenever it slips up. When you cast this spell, you can choose a humanoid you can see within range.

At any time before the spell ends, when the target of this spell misses with an attack roll, you can use your reaction to curse the target with mishap. The target must make a Dexterity saving throw or fall prone. The target can't stand up from being prone until the start of its next turn.

ELEMENTAL EXCHANGE

3rd-level Evocation

Classes: Sorcerer
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

You tear your foes apart with elemental power, and absorb the released energy to heal your own wounds. As part of this spell choose either acid, cold, fire, lightning, poison, or thunder damage. Make a melee spell attack against a creature within your reach. On a hit, the target takes 2d8 damage of your chosen type, and you regain hit points equal to the amount of damage dealt. Until the spell ends, you can make the attack again on each of your turns as an action.

If you use the Quickened Spell Metamagic option on this spell, you can make all subsequent attacks with this spell as a bonus action instead of an action. If you choose to do so, then the healing you receive from this spell on these subsequent attacks is halved.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

FURY OF TIAMAT

2nd-level Evocation

Classes: Artificer, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

As Tiamat's draconic fury fills you, target a creature within 30 feet. You grow spectral wings that propel you into the air in a line toward that creature. While travelling in this line, you are considered flying and you elevate above any creatures that would block your path. Opportunity attacks made against you as you move in this line are made with disadvantage.

When you reach the targeted creature, you slam into it with devastating force and the creature makes a Dexterity saving throw, taking 2d6 fire damage and 2d6 force damage on on a failed save, and half as much damage on a successful one. Additionally, on a failure, the targeted creature must make a Strength saving throw to avoid being knocked prone. If the target is flying or hovering, it can't be knocked prone.

If you are aloft after this action is completed, you can descend to the ground at a rate of 60 feet per round, land on your feet, and take no falling damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the force damage increases by 1d6 for each slot level above 2nd.

GEM DRAGON'S ROAR

3rd-level Enchantment

Classes: Artificer, Bard, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: Self (30-foot cone)
Components: V
Duration: Instantaneous

You unleash a wave of psychic power in a 30-foot cone out from you and in a direction you choose. Each creature of your choice in the cone must make an Intelligence saving throw. On a failed save, a target takes 5d8 psychic damage, and is knocked prone due to the mental onslaught. On a success, a target takes half as much damage and isn't knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

IANNA'S OVERCHARGE

3rd-level Transmutation

Classes: Artificer, Sorcerer, Wizard
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (A piece of copper wire)
Duration: Concentration, up to 1 minute

This spell was created by the half blue dragon sorceress Ianna, to aid her Stormscale brethren in battle.

Choose a willing creature that you can see within range, you infuse them with electric energy. Until the spell ends, the target can use a bonus action on each of its turns to teleport up to 15 feet, and it has resistance against lightning damage. After a creature makes an attack roll against the target (hit or miss), the target can use its reaction to make a weapon attack with advantage against that creature, provided it is within range of the weapon, this attack deals an extra 1d8 lightning damage.

Right after the spell ends, the target takes 2d6 lightning damage and has disadvantage on attack rolls until the end of its next turn, as the electricity escapes its body.

IO'S CURSED FORESIGHT

7th-level Divination

Classes: Bard, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

Choose one creature you can see within range, the dragon primordial Io grants it a momentary glimpse of the future, and it sees a vision of its own demise.

The target must make a Wisdom saving throw. On a failed save, it takes 5d8 + 20 psychic damage, and is stunned for 1 minute, as its mind reels from the vision of its death. On a successful save, the target takes half as much damage and is incapacitated until the end of its next turn.

A stunned target can make a Wisdom saving throw at the end of each of its turns, ending the effect on a success.

MAGIC FANG

Transmutation Cantrip

Classes: Druid
Casting Time: 1 bonus action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

You touch a creature to enhance its natural weaponry. All of the target's natural weapons now count as magical weapons. When the target rolls a 1 or 2 on a damage die for these weapons, it can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

Whenever the target deals damage with a natural weapon, it can deal its original amount of damage, or 1d6 (additional bonuses to its damage still apply).

This damage option increases to 1d8 at 5th level, 1d10 at 11th level, and 1d12 at 17th level.

RADIANT MARK

Evocation Cantrip

Classes: Cleric
Casting Time: 1 action
Range: 5 feet
Components: V, M (a weapon)
Duration: 1 round

This spell is favored by clerics of the Dragon Domain, as well as other domains that like to get close and personal.

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects and it is marked until the start of your next turn. The next time the marked creature is hit by an attack by a creature other than you, the attack deals additional radiant damage equal to your spellcasting ability modifier and the mark is consumed.

This spell’s damage increases by 1d8 when you reach 5th level (1d8 + modifier), 11th level (2d8 + modifier), and 17th level (3d8 + modifier).

SHIELD OF BAHAMUT

6th-level Abjuration

Classes: Bard, Cleric, Sorcerer, Warlock, Wizard
Casting Time: 1 reaction, which you take in response to an incoming threat.
Range: Special
Components: V, S
Duration: Special

In the face of danger, you create a barrier that protects you and those around you. A faintly glowing sphere of protection appears in a location of your choice, although you must be within the sphere. It has a radius of your choice, to a maximum of 20 feet. The sphere originally lasts until the start of your next turn, but at the start of that turn you can use your action to maintain the barrier, up to a maximum duration of 1 minute. If you do, you must begin concentrating on that spell.

Choose one of the following options. Hazards of the chosen type cannot physically pass through the barrier or affect anything within it.

- Physical projectiles.
- A specific spell or effect, such as a dragon's breath weapon.

- An environmental danger, such as falling rocks or lava.

At Higher Levels. When you cast Shield of Bahamut using a spell of 7th level or higher, the maximum radius increases by 20 feet for each slot level above 6th.

SUMMON WYVERN

6th-level Conjuration

Classes: Sorcerer, Warlock, Wizard
Casting Time: 1 minute
Range: 90 feet
Components: V, S
Duration: Concentration, up to 1 hour

You summon and bind a wyvern, which appears in an unoccupied space within range. The DM has the creature's statistics (*Monster Manual* page 303). The wyvern is friendly to you and your companions for the duration. Roll initiative for the wyvern, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). Without commands it defends itself from hostile creatures but otherwise takes no actions.

If your concentration is broken, the wyvern doesn't disappear. Instead, you lose control of the wyvern, it becomes hostile toward you and your companions, and it might attack. An uncontrolled wyvern can't be dismissed by you, and it disappears 1 hour after you summoned it.

Credits

THANK YOU!

This work was made, not only by my own effort, but also with the many suggestions and feedback from the people on the Unearthedarcana subreddit. I would also like to thank the following people for either inspiring me or letting me use their content as part of this homebrew work.

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RECOMMENDATIONS

There are a few homebrew which I would like to recommend to others. The first is a homebrew that lets you **play as a full dragon**, which was made by ChimericWilder, called the Demi-Dragon. This is a more in depth homebrew compared to my own **Playing as a Full Blooded Dragon** homebrew (page 68). For those who want to play as a ranger I would recommend the Dragon Apprentice Ranger by TheArenaGuy. This work is part of his Cosmic Dragon Brevaria, which includes several of his homebrew.

I would also like to recommend Monkey DM for his stellar homebrew material, and for being an overall great and helpful guy. You can find their works and many other homebrew works on the Unearthedarcana subreddit.

Although it is not Dragon themed, I would also like to recommend the Humblewood Campaign setting, even if you are using a different setting. The Corvum birdfolk are ideal for playing a pragmatic race that is misunderstood and willing to do what is necessary to help their friends.

You can find the Humblewood free playtest on the Deck of Many their official website. I recommend purchasing the full Humblewood campaign setting, as a way to support its creators. This rovides you with the full content, as well as many beautiful artworks. The Corvum are also an ideal race for my Oath of Pragmatism homebrew, for those that want to play as a pragmatic paladin.

ADDITIONAL DUNGEONS AND DRAGONS MATERIAL

It is recommended to use this compendium in combination with the following works: Tasha's Cauldron of everything, The Monster Manual, Xanathar's guide to everything, and the Grim Hollow Campaign Guide. You can download the HD version of this compendium on DMSguild.

GALLERIES AND DISCORD

You can find the artworks that I've used in this work, as well as all of my homebrew projects, on my discord channel: https://discord.gg/mBmKcp6E3s

You can also find these artworks in my **main galleries**, as well as many more artworks that I have commissioned:

Deviantart: https://www.deviantart.com/nielspeterdejong
Furaffinity: https://www.furaffinity.net/user/nielsdejong

SLIME FOLK

The Slime folk are a homebrew race of sentient slime, created by the talented DM Tuz, and they are one of my favorite homebrew races. I strongly recommend trying them out, and I have also created an alternative version with DM Tuz his permission, which you can find here:

https://sta.sh/029mjgmjwsyv